Sourcebook 1
New Unity Government

About this book

This is the first sourcebook for Macross 2050. It contains more in-depth information about the Earth United Nations/New Unity Government and their forces, troops, and mecha. It will contain minimal information about the Zentraedi for playing micronized Zentraedi in the UN Spacy forces (for further details on the Zentraedi, see Sourcebook 2 – Protoculture).

Chapters

Chapter 1 – The New Unity Government
Chapter 2 – Ranks and Divisions of the UN
Chapter 3 – Character Information
Chapter 4 – UN Military Mecha
Chapter 5 – UN Military Capital Ships & Fleets
Chapter 6 – UN Installations
Chapter 7 – UN Tactical School
Chapter 8 – Codenames and Unofficial Designations
Chapter 9 – Design Notes

Chapter 1 – The New Unity Government

In March of 2000, the UN establishes OTEC (OverTechnology Engineering Company), an alien technology analysis research institute, through joint Japanese-American-Russian-West German-English-French collaboration. OTEC reverse-engineers much of the Protoculture's overtechnology and designs the Destroids, VF series, as well as the drives, weapons and materials for the UN Spacy's capital ships.

The UN Government was established in January of 2001 as the Earth United Nations Forces of the Earth UN Government; also called the United Earth Government (UEG). Although the term "UN Spacy" typically refers to the UN Spacy Navy/Airforce, it can also refer to the UN military forces as a whole (and indeed occurs often enough that UN Spacy and UN Government have become used interchangeably). Their primary purpose is to maintain peace on earth and defend the Sol system against the possibility of alien incursion. As the population of earth began to expand out to colonize nearby planets, the duty of the UN forces has also expanded to protect these colonies and the space in between them. Vrlitwhai Kridanik, hero of Space War I, was appointed as Commander of the UN Spacy in 2016.

During the first eight years of its existence, the UN was dedicated to the restoration of the ASS-1 as well as developing new weapons and ships to defend the earth against the impending invasion by giant aliens. During Space War I, the UN was the sole defender of earth. They undertook this massive task with calm professionalism, despite the lack of experience with space travel and with their new high tech equipment. Despite

the flaws and early mishaps, the UN forces (read as: the SDF-1) forged a treaty with the fleet of Vrlitwhai Kridanik and defeated Gorg Boddole Zer.

After Space War I, the Earth United Nations was renamed the New Unity Government, so as to include the remaining Zentraedi forces that wished to join earth's culture. In October of 2011, the UN Spacy captured a Protoculture automated weaponry satellite and after making repairs, they were able to rebuild their fleet at a faster rate than ever.

In September of 2012, the first Megaroad class colony fleet left earth with the purpose of ensuring the survival of the human race so that a single cataclysm would not make humanity extinct as the annihilation of earth almost had. Each year since, one or two such colony fleets would leave earth. Each fleet taking with it a vanguard of UN Spacy capital ships and UN Space Airforce to defend it from unforeseen enemies. To this day, only four colony fleets have had any major difficulties. The Megaroad-1 fleet was lost, the Megaroad-13 was subjugated to become the Varauta, the Macross-5 was annihilated and the Macross-7 made war with the Varauta. The Macross-13 flagship was captured by an anti-UN force and used to attack earth. The Macross Frontier and Macross Galaxy fleets were nearly annihilated by the Vajra.

No government has been without troubles; in 2010 there was a Zentraedi uprising lead by Kamjin and Laplamiz, and during the 2030's several occurrences have called upon the resources of the UN; the UN Revolution war, the Hydra war, the two Delta wars and several other colonial disputes. In April of 2030, ace pilots Max & Miria Jenius rescued the Chairman of the New Unity Government from his anti-UN captors, which earned them their choice of assignment. In March of 2040, rouge AI Sharon Apple took control of the SDF-1 and through it commanded the UN Earth Defense Force. She was finally stopped by the combined efforts of Lieutenant Isamu Dyson and Guld Goa Bowman piloting the prototype YF-19 and YF-21, respectively. In 2045-2046 the UN faced a war with the ancient Protodeviln and their slaves, the Varauta. Then in 2050-2051, the UN is opposed by a terrorist group backed by a powerful corporation. The outcome results in the destruction of the SDF-1 Macross. Later in 2059, the leaders of the Macross Galaxy fleet attempted to take control of the entire galaxy, sacrificing everyone if needed in order to attain their goal.

The UN also has had it's less than pleasant operations. In 2008 when the UN was investigating the AFOS and the people of Mayan, they had a contingency plan called Operation Iconoclasm. This operation was planned in case the UN could not get control over the AFOS, in which case they would fire four reaction warhead missiles at Mayan to destroy the alien artifact and everything else there.

The UN forces continue to protect humanity from those who would harm it. To this duty they have dedicated a portion of the UN Spacy to locating the site where the anti-UN renegade power armor is being manufactured.

At some point between 2047 and 2059, the UN space military undergoes some restructuring to better represent and protect the steadily increasing numbers of colonies and colony fleets, and renames itself to the New United Nations Spacy (N.U.N.S.).

* 2001, January

Establishment of Earth U.N. Forces. Inauguration of Earth U.N. Government. Founding Prime Minister, Harlan J. Niven [Niiben (sic)].

* 2005, April 14

Founding Earth U.N. Government Prime Minister [representative] Harlan J. Niven [Niiben (sic)] is assassinated. Robert A. Rhysnink [Rhysling] is installed as his successor.

* 2008

Operation Iconoclasm; first use of reaction weaponry in actual combat

* 2009, February 11

Earth's annihilation. UNG primarily destroyed.

* 2009, March

Conclusion of Space <Stellar> War I. Earth atmospheric purification operation begins. A total of several hundred thousand <to approximately one million> survivors confirmed in the Grand Cannons (I) III and V, the Lunar surface's Apollo Base, onboard the SDF-1 Macross and the space colony clusters [bunches]. UN Spacy assists in reconstruction of the civilian UNG.

* 2010, April

Establishment of new U.N. Government Education programs for Zentraedi begin. Micronization processing of Zentraedi applicants begins.

* 2030, April

Dancing Skulls Squadron was sent on a mission to rescue "the UN Chairperson" Lawrence Yun Kemal.

Structure of the UN

The UNG is based loosely on the old United Nations of the pre-annihilation earth. The largest difference is that the UNG is lead by a Prime Minister who oversees the General Assembly. Thus the structure looks a bit like this:

```
                Prime Minister (Leader of the GA)
                                |
                       UN General Assembly
                                |
              UN Chairperson (Chair of the UNAFC)
                                |
UN Armed Forces Committee (leadership body in charge of the UN Armed
                             Forces)
```

Though the general assembly is supposed to have control of the UN Armed Forces, due to history, politics and other circumstances, it is often the opposite way around. This is one of the prime motivations that the various Anti-UN groups have towards their disagreement(s) with the UNG.

New Unity Government Charter

This is an unofficial suggested constitutional charter for the New Unity Government. It is created by me, and isn't canon in any manner. Use or modify to suit your vision of the UN Government. This was done based on what is shown in the various Macross anime combined with what I felt were logical rulings based on the background. Furthermore, each colony or fleet may have different laws, such as the regulations on cybernetics.

Anti-UN groups are not protected by the New Unity Charter, and are always treated as war criminals or traitors.

Freedom of Speech, Religion, Assembly, Press and Petition

This is largely unchanged from the late 20th Century US Constitution, although groups can, and often have been, be held accountable for their statements. The UN has the right to censor or control the media during times of war.

Right to Bear Arms

Citizens may own handguns, rifles and shotguns with proper licenses, and all firearm sales are recorded and monitored by the UN. Owning any automatic weapons or other military-spec weapons, or legal firearms without proper license, is highly illegal and carries fines and imprisonment.

Civilians may own mecha that are either designed as civilian models or have had their weapons systems removed or disabled (including many Space War I veterans who were allowed to keep their destroids). Re-enabling or installing weapon systems is also highly illegal, punishable by incarceration and confiscation of the mecha in question. Vanquish racers skirt this via military or corporation sponsorship.

Quartering of Troops

Citizens must quarter troops in times of need, however this does not come up very often since most battles take place in space (on military vessels) or in remote areas on colony worlds. With the use of many mobile large-scale vehicles, the need to quarter troops in civilian homes for battles in populated areas is still almost unheard of. Most citizens make no argument when the need does arise since the UN is most likely there to protect them.

Search & Seizure

This is modified in that if the UN or local law enforcement believes the person or premises to be affiliated with Anti-UN forces, this will suffice as “probable cause”.

Due Process, Double Jeopardy, Trial by Jury, etc.

All trials are overseen by a government or military tribunal unless it is of a minor offense, in which a local court handles it. If a person is found innocent and later admits to his guilt, or undeniable evidence is found proving his guilt, then the tribunal has the power to revoke the former decision (essentially a reverse of a pardon) and bring sentencing on the defendant.

There are no public lawyers or juries. The court appoints both a defense and plaintiff councilor who keep things professional. In these courts there is no tolerance for mudslinging or “dirty pool” that ran rampant in the late 20th Century court systems. All testimony and evidence is brought in and reviewed by the council of both sides (defense council is there mostly to prevent an unscrupulous plaintiff councilor from taking advantage) and then the tribunal delivers the verdict, and if necessary, the sentence.

Cases that involve potential treason or other capital offenses are held by a group of five military officers of high rank, and have no councilors. In these cases, the defendant is questioned by the officers while they review testimony and evidence, and then deliver their judgment.

Due to these modifications of the legal system, law enforcement is not required to state Miranda Rights. A suspect is under arrest until the court says they can go. Furthermore, most accusations of police brutality or claims of excessive force are

typically dismissed unless the individual making complaint has obviously been beaten excessively.

Cruel and Unusual Punishment

The UN does not prescribe to capital punishment, except in the issue of Anti-UN terrorism and other war crimes. Those found guilty of terrorism, treason, war crimes or the theft and/or sale of reaction weaponry are sentenced to execution by firing squad. Most lesser crimes involve a period of incarceration rather than fines.

Incarceration is reminiscent of early to mid 20th Century prisons. Prisoners get three basic meals per day, a 8x8' cell with a basic bed and toilet, and can usually expect some sort of productive labor. That means no TV, no Galaxy Network, no plush beds, no five-star banquet meals, no luxuries of any type. Prison isn't fun.

In some of the rougher colony worlds where UN influence isn't as strong (particularly with new colonies) extreme labor, beatings, public shaming and forced "fasting" are fairly common punishments. On more than one occasion there has been instances of a traitor being spaced from his ship, and some UN Navy fleets still practice hanging traitors from the yardarm. Also, during times of war if someone is caught in the act of treason or admits to treason, he may be shot on the spot (or after extensive interrogation) without need for a trial.

Citizen Equality

All registered citizens (having a legal ID) are considered equal: men, women, and any ethnic heritage including Zolans and Zentraedi. All citizens can own property, vote, get legally issued licenses, work legally, and so forth. No ethnic group, race or gender will receive additional assistance or benefits based solely on their gender, race or ethnic group.

Civilian Responsibilities

Citizens under the UN have responsibilities that must be met. All civilians from the ages of 16 to 25 are automatically registered for military draft unless they are last of a family line or have medical conditions preventing service. The draft has not been used yet, and many youths join the UN military voluntarily for the chance at adventure, exploration and glory. Citizens are also required to turn in any information they acquire that pertains to possible Anti-UN forces or personnel; failing to do so defaults them as collaborators.

Macronization Prohibition

In 2030 a law was passed banning all macrons from being on Earth. While this was specifically to help reduce the chances for macronized Zentraedi from rebelling, the law was later re-worded to ban macrons of all races from Earth to make the law "racially equal". Macrons are allowed on all colonies, extra-Terrestrial bases, satellite factories and fleets. This is the one of the only two points that is canon to the storyline.

Wartime Overrule

During times of war, the UN military overrides all local governments and may declare a state of martial law to temporarily suspend all citizen rights.

Seal on Weapons of Mass Destruction

After Space War I, the UN enforced strict regulations on all weapons of mass destruction. This limits the use of heavy particle beam cannons and reaction warheads from being used without strict permission or orders from the top of the UN Government. Furthermore, only the New Macross Carriers are built with a heavy particle beam cannon,

so that there are minimal such weapons in any given fleet. All refitted Zentraedi vessels that incorporated a heavy particle beam cannon were allowed to keep them, however, they were mostly deployed as part of the EDF that protects Earth or with the now-lost Megaroad 01 fleet. Each colony fleet is allowed a limited supply of reaction warheads. Biological weapons are strictly forbidden. This is the second point that is canon to the storyline. This seal may be waived under the "exceptional circumstances" clause, which allows a colony fleet to use reaction weapons if faced with a threat that is guaranteed to destroy the entire fleet.

UN Spacy Facilities

North American Sector

The main UN Spacy HQ is located in the SDF-1 in Macross City, east of the Grand Cannon I in Alaska. Just outside of Macross City is the main UN Armed Forces Academy. While this is the largest training facility, it certainly is not the only one. Most colonies have a training center, and almost all fleets have a Beginhill training ship. This branch supervises the entire North and Central American continent and surrounding islands, and serves as the main HQ of all UN facilities and fleets throughout the galaxy.

South American Sector

In South America near the New Mirimar Airbase is the Eagle Nest Aerial Tactics Center, which produces many ace pilots each year. Also located in Brazil is the Grand Cannon V. This branch supervises the South American continent up to the former region of Panama.

European Sector

This sector supervises the European and Slavic territories.

Asian Sector

The UN has a Far East Command Center located in the rebuilt city of Yokohama, Japan. This branch supervises Japan, China, India, Russia and surrounding areas.

African Sector

The ruins of the Grand Cannon III is located in Victoria, Africa. This branch supervises all of Africa and eastern Mediterranean area.

Australian Sector

The ruins of the Grand Cannon II are located in Australia. This branch supervises Australia and the surrounding islands/ocean.

Lunar Sector

On the moon there is the ruins of the Grand Cannon IV and the Apollo Base as well as the rebuilt Protoculture automated satellite. The Apollo Base and the factory satellite produce the bulk of the UN military's ships and mecha. It is from here that the bulk of the UN military gets its mecha and capital ships.

The plans for the VF-X-3 as well as chief Valkyrie designer Chris J. Takatoku were lost when the Grand Cannon was destroyed in Boddole Zer's attack.

Eden Colony

The planet Eden is host to the New Edwards Test Flight Center, where all new variable fighters models are tested out. Eden has one Zentraedi automated satellite factory at its Lagrange point.

Neo York Colony

This colony supports a UN re-supply base.

Susia Colony

There is a UN weapons research facility on this colony planet.

Military Strength of the UN

2008 (Operation Iconoclasm)

- Super dimension fortress (1)
  - *Macross* class
    - SDF-1 *Macross* (90% completed)
    - SDF-2 (Under construction)
- Space carrier (2)
  - *ARMD* class
    - ARMD-01 *ARMD I*
      Complement
      - Lockhee SF-3A Lancer II (78)
      - Northrom QF-3000E Ghost (270)

        - ARMD-02 *ARMD II*
        - ARMD-03 *Enterprise* (Under construction)
        - ARMD-04 (Under construction)
        - ARMD-05 *Akagi* (Under construction)
        - ARMD-06 (Under construction)
        - ARMD-07 *Ranger* (Under construction)
        - ARMD-08 (Under construction)
- Space destroyer
    - *Oberth* class [*Tsiolkovsky* (third in class) destroyed in 2005 September]
        - *Oberth*
        - *Goddard*
        - *Miranda*
        - *Akishima*
- Asuka-II Class Carrier
    - VF-0 Phoenix (24)
    - QF-220D (20)
    - MBR-00-Mk I Cheyenne (12)
    - HWR-00-Mk I Monster (1)

<u>2009 February 7 (SDF-1 Macross's Space Launch Ceremony)</u>

- Super dimension fortress (2)
    - *Macross* class
        - SDF-1 *Macross*
          Complement
            - QF-3000E Ghost (120)
            - VF-1 Valkyrie (212)
            - Destroid (587)
                - HWR-00-Mk II Monster (2)
        - SDF-2 (Under construction)
- Space carrier (2)
    - *ARMD* class
        - ARMD-01 *ARMD I* (Destroyed in first battle of Space War I)
          Complement
            - Lockhee SF-3A Lancer II (78)
            - Northrom QF-3000E Ghost (270)
        - ARMD-02 *ARMD II* (Destroyed in first battle of Space War I)
        - ARMD-03 *Enterprise* (Under construction)
        - ARMD-04 (Under construction)
        - ARMD-05 *Akagi* (Under construction)
        - ARMD-06 (Under construction)
        - ARMD-07 *Ranger* (Under construction)
        - ARMD-08 (Under construction)
- Space destroyer
    - *Oberth* class [*Tsiolkovsky* (third in class) destroyed in 2005 September]
        - *Oberth*

        - *Goddard*
        - *Miranda* (Destroyed in first battle of Space War I)
        - *Akishima* (Destroyed in first battle of Space War I)

2010 February 11 (Battle with Boddole Zer's Main Fleet)

- Super dimension fortress (2)
    - *Macross* class
        - SDF-1 *Macross*
          Complement
            - VF-1 Super Valkyrie (300+)
        - SDF-2 (70% constructed)
- Space carrier (6)
    - *ARMD* class
        - ARMD-03 *Enterprise*
        - ARMD-04
        - ARMD-05 *Akagi*
        - ARMD-06
        - ARMD-07 *Ranger*
        - ARMD-08
- Space destroyer (125)
    - *Oberth* class
        - *Oberth*
        - *Goddard*

2010 April (Establishment of New United Nations)

- Super dimension fortress (2)
    - *Macross* class
        - SDF-1 *Macross*
        - SDF-2 (70% constructed)
- Zentraedi capital ships (100)

2040 March (30th anniversary armistice celebration on earth)

- Super dimension fortress (1)

    - *Macross* class
        - SDF-1 *Macross* (rebuilt as UN headquarters)
- Earth Defense Force
    - UN capital ships (approximately 3000)
        - New Macross Class Battle Carrier (10)
        - Ark Royal Class Escort Battle Carrier (50)
        - Haruna Class Stealth Cruiser (400)
        - Clemenceau Class Stealth Carrier (200)
        - Northampton Class Stealth Frigate (1600)
        - Neo Nupetiet Vergnitzs-bis Class Battleship (5)
        - Queadol-Magdomilla Command Ship (8)
        - Quitra Queleual Landing Ship (14)
        - Thuverl Salan Destroyer (27)
        - Salan Scout Class Cruiser (39)
    - Automated attack satellites (approximately 3000)
- Lunar Defense Force
    - Zentraedi Fully-Automatic Weapons Factory

2051 Early Spring (unofficial estimate)

- Earth Defense Force
    - UN capital ships (approximately 3500)
        - New Macross Class Battle Carrier (15)
        - Ark Royal Class Escort Battle Carrier (60)
        - Haruna Class Stealth Cruiser (450)
        - Clemenceau Class Stealth Carrier (300)
        - Northampton Class Stealth Frigate (2200)
        - Neo Nupetiet Vergnitzs-bis Class Battleship (4)
        - Queadol-Magdomilla Command Ship (6)
        - Quitra Queleual Landing Ship (12)
        - Thuverl Salan Destroyer (21)
        - Salan Scout Class Cruiser (34)
    - Automated attack satellites (approximately 4500)
- Lunar Defense Force
    - Zentraedi Fully-Automatic Weapons Factory (1+ ?)

Chapter 2 – Ranks and Divisions of the UN

The New Unity Government military is broken down into several branches, not unlike the modern United States military. There are branches of the army, navy, airforce and marines, and space variants of each. There are also a couple specialized branches that work alongside the other branches, yet are independent from the main branches. Quite often people will refer to the combined UN military as UN Spacy, although this name technically applies only to the UN Space Navy.

UN Spacy – The UN Spacy, officially known as the UN Space Navy, is the most famous division of the UN military as well as the largest. The primary duty of the UN Spacy division is the defense of UN controlled space, UN allied colonies and colonial

fleets. UN Spacy refers to the fleets of capital ships, although sometimes includes the mecha attached to those ships. Also referred to as NUNS (New United Nations Spacy).

UN Space Air Force – This is the 2nd largest division of the UN military, consisting of variable fighters attached to UN Spacy fleet vessels. More often than not, variable fighter units are still referred to as UN Spacy rather than UN Space Air Force due to being stationed on UN Spacy fleet vessels, although no one takes offense to this practice.

UN Navy – The UN Navy still sails the seas of earth and oceans of colony worlds. The UN Navy is much smaller than most other divisions since the UN prefers to focus on defending a planet well before enemy forces reach planetside, and thus the UN Navy is mostly a last line of defense against invaders and serves to keep the peace on the seas.

UN Airforce – This division is charged with the protection of UN colony airspace, also consisting of primarily variable fighters with a descent percent of traditional fighter aircraft. Some UN Airforce units are attached to a UN Navy unit.

UN Space Marines – The Marines are even more specialized than they have been throughout earth history, being the ground forces attached to UN Spacy and UN Navy. They are usually the first ground forces sent in to secure a beachhead. Also included in the space marines are special forces groups similar to the old green berets and army rangers.

UN Army – The UN Army is the ground forces of the UN military. The UN Army is probably the largest branch of the UN Armed Forces as far as numbers of personnel go, but they are also one of the most overlooked when new UN personnel enter into service, most wanting to become variable fighter pilots, starship crew or marines.

SSS – The Space Special Services have most of the same duties and function as the old British SAS. They are elite forces that undertake secret missions, typically piloting a VF-22S Sturmvogel. The SSS also serves as internal affairs to ferret out spies and traitors.

Galaxy Patrol – This is a subdivision of the UN Spacy and UN Space Airforce. They defend UN trade routes, perform rescue operations for colonies, and put down anti-UN insurrections and stop rogue Zentran/Meltran vessels. The Galaxy Patrol also has a subgroup of police who ward off poachers near Zola (see Sourcebook 3 – The Galaxy for more info).

Earth Defense Force – The EDF is a special group that combines units from UN Spacy, Space Airforce, Airforce, Marines and Navy. Their sole purpose is to defend the earth from invading fleets, and usually do not extend past the lunar orbit. The EDF has approximately 3000 ships and over 3000 automatic attack satellites in orbit around earth for this purpose (circa 2040). The EDF also provides protection over the moon and automated factory satellite in orbit.

Diplomatic Corps – The diplomatic corps covers the actual diplomatic ambassadors as well as groups dedicated to providing relief to colonies in need. The diplomatic corps also provide arbitration to UN colonies and their allies.

Outer Space Special Science Force [OSSSF] – This is another amalgam group that works within the UN government, created to explore and classify cosmic phenomenon. The OSSSF is a group of mixed military specialists, field scientists and engineering officers. Their purpose is to find, assess, and if needed, destroy Protoculture

relics and ruins (after 2047). This is to help prevent the release of other dangerous weapons such as the Protodeviln.

Macross Consortium – This is a group of civilian contractors and science officers that continue to develop new technologies for use by the UN military and government branches. It was a member of this group who developed Sharon Apple's AI programming as well as the X-9 Ghost drone.

Enrollment

There are smaller divisions of macronized Zentran/Meltran forces in the UN Spacy, Space Airforce, Space Marines and Army, although none of them serve on earth because of the ruling in 2030 banning macrons from living on earth.

Individuals wishing to join the UN military may enlist as young as the age of 15, with basic training taking 1 year. Anyone wishing to serve on the bridge of a ship or become an officer must take an additional year of training. Thus, the typical minimum starting ages are 18 for officers and 17 for pilots and infantry. Characters can choose to continue training up to the age of 19, but are expected and required to start serving in the field by this time. Those who do stay in military school longer gain additional skill levels to distribute between the skills provided in basic training or bridge officer training for each additional year of training (see Chapter 3 – Templates for skill information).

Non-commissioned officers and enlisted men serve for an initial tour of two years, and may extend their service for further tours of one year each. Members of the UN military do not necessarily have to opt for the same duty each time, and may be reassigned to other divisions or units if they have the skills, and there is always the option for additional training. Officers are typically career military. Thus a VF pilot might start his career attached to a Northampton in the UN Spacy then later serve on a South Pacific aircraft carrier in the UN Navy.

As mentioned in the base book, enlisted personnel are paid 200 credits per month for each level of their Rank and officers get 300 credits per month per Rank. Personnel that can function as another template (having 2 or more levels in at least 4 of the skills)

gain 25% to 50% extra pay if they perform the duties of the other template at least 20 hours per month.

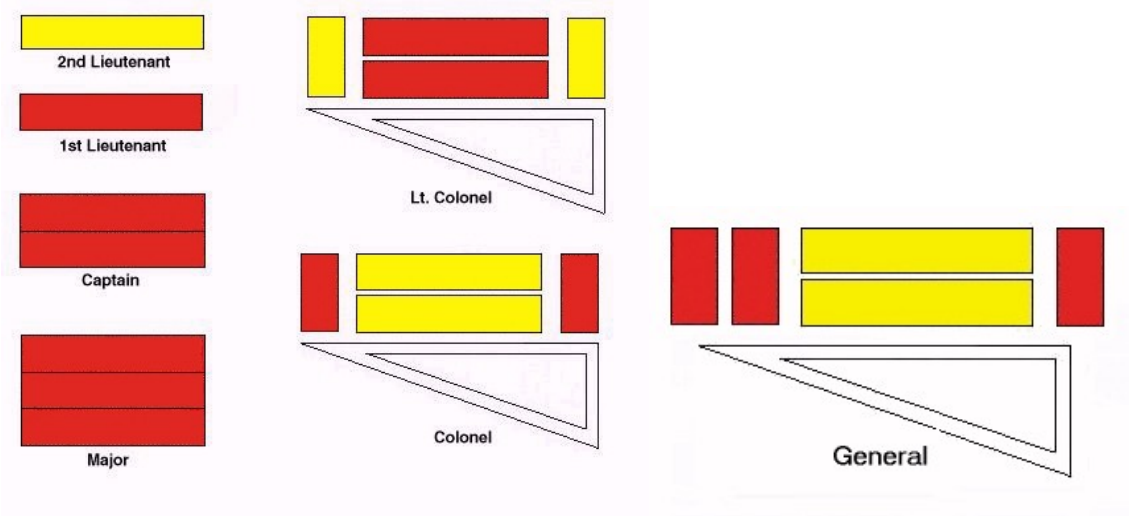
In addition to being addressed by their rank, UN personnel are listed in records according to a code equivalence of their rank. Personnel are listed "O" for officers and "E" for enlisted, and then the number according to their rank perk. Thus a UN Spacy colonel is listed as O6 and a UN Air Force corporal would be E3. Personnel use the enlisted ranks unless they complete the bridge officer training.

Enlisted	Officer
Rank 0 – Buck Private	Rank 1 – 2nd Lieutenant
Rank 1 – Private	Rank 2 – 1st Lieutenant
Rank 2 – Private 1st Class	Rank 3 – Captain
Rank 3 – Corporal	Rank 4 – Major
Rank 4 – Sergeant	Rank 5 – Lieutenant Colonel
Rank 5 – Staff Sergeant	Rank 6 – Colonel
Rank 6 – Sergeant 1st Class	Rank 7 – Brigadier General
Rank 7 – Master Sergeant	Rank 8 – Major General
Rank 8 – Sergeant Major	Rank 9 – Lieutenant General
Rank 9 – Master Sergeant Major	Rank 10 – General
Rank 10 – Master Sergeant Major of the Army	

1) Enlisted personnel should not exceed Sergeant 1st Class, while officers should not exceed Major (PCs only).
2) There can be multiple Corporals or even Sergeants in a squadron, but there can never be more than one Sergeant Major or officer. There is only one Master Sergeant Major of the Army, and you aren't him.
3) The squad leader may be up to one rank below the highest ranking member if he has more combat experience.
4) Specially assigned personnel must bow to the team leader even if they are of higher rank than the leader.
5) Ranks over Sergeant 1st Class and Major typically mean an administrative position at a military base or outpost.

Rank Insignia

Below shows the insignia for various ranks.



UN Military Uniform Code of Conduct

1) All personnel shall be deemed equal in all matters regardless of social status, race, sex, age, previous non-UN military experience, religion, nationality, physical or mental debilities, previous occupation and sexual preference.
2) All personnel shall act in a manner conductive to the UN military behavioral guidelines. In unspecified cases, personnel shall act in a manner that is most likely to fit within galactic morality.
3) Regardless if personnel successfully completes training, no information concerning any of the practices, procedures or any other constituents of the UN training program are to be divulged unless proper clearance of recipient is known and verifiable.
4) All personnel shall serve the UN loyally and disregard any previous loyalties such as nationality, race or religion. While the UN recognizes the importance of those factors have in establishing present and previous bonds, they must remain secondary to the cause of the UN Government.
5) All personnel shall be held to an internal honor system whereby they are to report any other personnel who has, in any way, degraded the code of ethics set down by the UN.
6) All personnel, once completing training, agree to serve in any capacity assigned by the UN for a period of not more than four years. Future reenlistment status shall fall under the standard UN rules and regulations.

Military Etiquette

As with a great deal of the UN military tradition, military etiquette is very similar to that used by many countries before Space War I.

How to Salute

The right hand is brought up from the side of the body fully out and then up until the tip of the forefinger touches the lower part of the head-dress(hat) if worn or slightly to the right of the right eye, with the hand flat and facing downwards. Ensure that the head is turned towards the person being saluted. To finish the salute, the hand and arm are

dropped straight down to the side of the body, and not out and then down as if in reverse of the initial part of the salute. If appropriate you should address person being saluted with "Good Morning/afternoon/evening Sir or Ma'am". In the UN Navy and Space Navy, officers below the rank of commander are usually addressed as "Mister" or "Miss" depending on the situation. Officers at or above the rank of commander are addressed by their rank i.e.. "Good morning Commander Ichijyo" or "Good afternoon General Hayase". It is perfectly acceptable to simply refer to the person being salute as "Sir", especially if unsure of their name. The salute is not dropped until it has been returned or the person is out of range/sight.

When to Salute

Salutes should be given 6 to 30 paces away from the recipient of the salute. If running, slow down to a walk prior to saluting. Always face the person that you are saluting. If you are engaging in a conversation with a person that you should salute, then remember to start and finish the conversation with a salute.

When boarding a ship it is customary to salute the Officer on Deck, and say "Request permission to come aboard Sir" to the Officer on Deck. Traditionally on UN Navy ships you would then come aboard the ship and turn towards the stern to salute the Ensign,(flag.) On many UN Navy ships there is no actual Ensign flag there but the tradition still remains. The tradition of saluting the Ensign is not done on UN Spacy ships. The Ensign is not in fact the symbol of the UN kite, but the emblem of the UN Government. When leaving the ship you would also salute the Ensign (if on a UN Navy vessel) and salute the Officer on Deck, and "Request permission to go ashore Sir".
At any point that the flag on a base or ship is lowered (reveille or last post) then you would turn to face the flag and salute it. On ground side bases this normally happens at Sunrise and Sunset.

During a Military Funeral in Uniform, you will salute during the following:
The casket being moved
When the casket is being lowered into the grave
During the firing of the volley
When 'Last post' is being sounded (Single bugle)

Navy and Spacy personnel commonly have different areas that constitute ‘indoors’ and ‘outdoors’ so personnel are only required to salute when off ship, entering or leaving the ship, or ‘on deck’. On any other area of the ship they are required to come to attention.

If seated, come to a standing Attention position and salute. Do not do it again until instructed to do so.

Saluting indoors is not usually done, unless of course you are reporting for duty to an officer whilst indoors, or the indoor area is being used as though it were an outdoor area, (award ceremonies, parade drills, exercise, etc.)

When NOT to Salute

If out of uniform, or without head-dress(hat) when normally attired with one, you do not salute. Instead, if you are in civilian clothing you come to attention and face the person, addressing them, "Good Morning/afternoon/evening Sir/Colonel". If in civilian

clothing and you are saluted, you do not return the salute you refer to the person as in the above example.

If you are indoors you do not salute senior officers, instead you come to attention and face them. Onboard UN Navy and UN Spacy vessels however all areas bar the top deck are considered to be 'indoors'. Onboard ships the exceptions are if an area is being used as an outdoor area/deck.

If in parade formation or work details then the most senior person present salutes the officer. If you are not the most senior person come to attention but do not salute.

Pilots' Salute

If a pilot wishes to give a salute there are two ways that he can do this. One is whilst he is still on the ground and constitutes the standard salute. The other is what is commonly known as the wing salute. This salute is where the pilot in flight salutes with the wings of the plane, first letting the right wing dip, then the left wing, and then the right again. This is normally used as a way of signaling to someone on the ground that they have been spotted, (Search and Rescue,) or that their message has been received, or as a sign of respect.

Who/Who not to Salute

Only one particular group of people in the military receive a salute: Officers. If you are an NCO you are required to salute any and all officers in an outdoor environment. And come to attention in an indoor environment. If you are an officer, you are only required to salute officers senior to you. The modern tradition of saluting comes from the British Royal Navy, which was a mark of respect, and it was not the person that you were saluting but the King or Queen, as the officer held their position at the behest of the King or Queen. The hand down facing version of the salute is originated as the regular salute in Britain was to have the palm facing towards the person you are saluting, however as the sailors hands were often dirty it was seen as disrespectful to present a filthy hand to someone so the salute developed into the palm facing downwards. The original origins of saluting date back to Knights in Armour lifting their armored visors so that the person facing them could see both their face, and that they were not carrying a weapon.

On Board Ship

On board a ship, be it UN Navy or UN Spacy, the ship has different rules depending on where you are. Located below are some examples of the areas of the ship, and the specific rules that apply to them.

Bridge

The Bridge of a ship is considered to indoors, and thus saluting is not required, except of course when reporting for duty. Regardless of the Ships Captains rank, they are always referred to as Captain on the Bridge, even if of a rank lower or higher than Captain.

Flight Deck/Hanger Bay

The Flight Decks and Hanger bays are considered to be out of doors, and thus saluting is normal, especially as it is quite common for hanger bays and flight decks to be used for drill practice or as exercise yards by personnel.

Mess Halls

Mess halls, and especially the Officers Wardroom, are not saluting areas, yet personnel are required to attend in uniform, unless given specific permission in advance that they are excused from wearing uniform. Headwear is to be removed before entering the wardroom also.

Squadron Ready Rooms

The homes and hiding places of most pilots when they aren't sleeping or flying, the Squadron ready rooms are busy places with briefings and debriefings taking place regularly, and the Squadron Officer making a note of which Squadrons, and aircraft are in the air, on the deck, or in for repairs. The ready rooms are considered to be indoors and saluting is not done here.

Living/Sleeping Quarters

Where its NCO or Officers Country the Sleeping quarters are an area that is considered to be more relaxed than the rest of the ship, as all personnel are supposed to feel comfortable here. Saluting is not expected, in fact even if it were so NCO's are not permitted into Officer country, and Officers are not expected into NCO country, unless either has official business.

VF Squadron Structure

Each squadron has four teams, with each team consisting of a team leader and two wingmen. Each pair of teams is grouped into a squadron lead by an ace pilot. A flight leader commands two squadrons, for a total of 15 VFs per squadron. Update the following chart with the appropriate variable fighters of the current campaign time.

Standard reconnaissance and patrols are a single wing.

- Flight Leader (1)
    - Squadron Commander (2)
        - Wing Leaders (4)
            - Wingmen (8)

```
Flight       Squadron     Wing         Tactical
Leader       Commander    Leader       Fighter
                                    --- VF-1A
                       --- VF-1J --|
                      |             --- VF-1A
          --- VF-1J --|
         |            |             --- VF-1A
         |             --- VF-1J --|
         |                         --- VF-1A
VF-1S --|
         |                         --- VF-1A
         |             --- VF-1J --|
         |            |             --- VF-1A
          --- VF-1J --|
                      |             --- VF-1A
                       --- VF-1J --|
                                    --- VF-1A
```

Elite units typically only have 3 members, the commander in a command variant and two wingmen in standard variants. One good example is the Macross 7 fleet's Emerald Force, containing two VF-19F and the commander's VF-19S. The VF-22 is almost always used solo for special operations and surgical strikes.

VF Squadron Designations

Each squadron has an insignia call name, although they also have an official designation according to their UN Division affiliation as follows. For example, the SVF-03 squadron might be commonly known as the Blue Liquor squadron.

	UN Spacy	UN Navy	UNSM	UNAF/UNSAF
Fighter	SVF	VF	VMF	TFW
Attack	SVA	VA	VMA	TAW
Fighter/Attack	SVFA	VFA	VMFA	TFAW
AWAC	SVAW	VAW	VMAW	TWAW
Electronic Warfare	SVAQ	VAQ	VMAQ	TAQ
Recon	SVQ	VQ	VMQ	TQ
	SVT	VT	VMT	TW

Infantry Structure

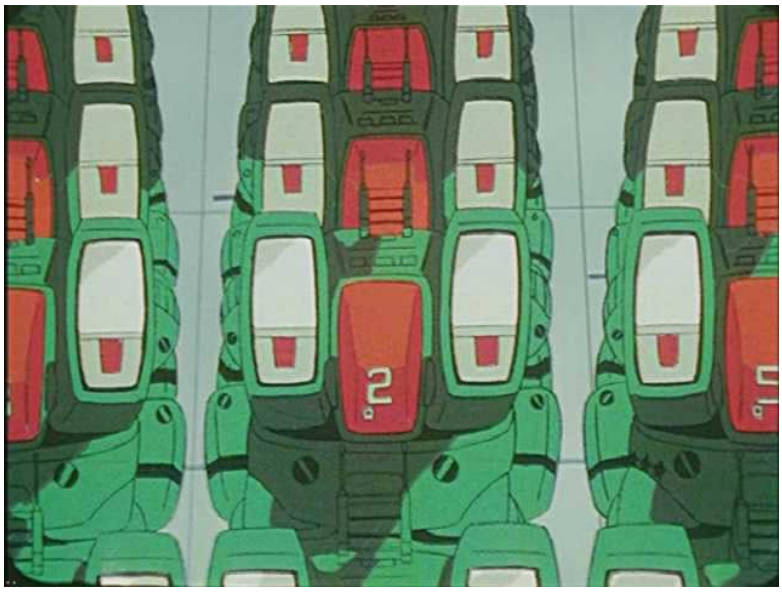
Infantry units, called platoons, consist of 30 troops broken down into 6 fire teams of 4 personnel and a command unit of 6 personnel. Structure like this can be used for any ground-based unit whether they are UN Space Marines or UN Army soldiers. If the infantry is expecting to combat mecha, the marines in each fire team will be armed with one or two anti-mecha rocket launchers. The typical command section consists of a platoon commanding officer and his assistant, a communications trooper, a medic and a heavy weapons trooper carrying a heavy machinegun. Below is the standard breakdown and typical ranks of a UN platoon. Typically fire teams will work in pairs, backing each other up.

Command: 2nd Lieutenant (C.O.), Staff Sergeant or Sergeant Major (2nd in command), Corporal (signaler/communications), Corporal (medic), Sergeant (heavy gunner)

Fire Team Alpha: Sergeant, 3x Privates or Marines
Fire Team Bravo: Lance Corporal, 3x Privates or Marines
Fire Team Charlie: Corporal, 3x Privates or Marines
Fire Team Delta: Lance Corporal, 3x Privates or Marines
Fire Team Echo: Corporal, 3x Privates or Marines
Fire Team Foxtrot: Lance Corporal, 3x Privates or Marines

Destroid Unit Structure

Although the UN military does not use the antiquated destroid series any longer, this unit structure is included for completeness for those who are running a campaign during Space War I. Each basic attack battalion consists of 15 MBR-04 Tomahawk destroids, primarily stationed on the Daedelus Carrier. The battalion consists of four platoons, with each platoon consisting of two platoon members lead by a platoon leader. Each pair of platoons are grouped into a battery, lead by a battery leader. Both batteries are then commanded by the battalion leader.



With supplemental information, it appears the destroids still see use with the UN Army and some divisions of the UN Space Marines.

- Battalion Leader (1)
    - Battery Leader (2)
        - Platoon Leader (4)
            - Platoon Members (8)

```
Battalion     Battery      Platoon     Platoon
Leader        Commander    Leader      Member
                                       --- MBR-04
                          --- MBR-04 --|
                         |             --- MBR-04
           --- MBR-04 --|
          |              |             --- MBR-04
          |               --- MBR-04 --|
          |                            --- MBR-04
MBR-04 --|
          |                            --- MBR-04
          |               --- MBR-04 --|
          |              |             --- MBR-04
           --- MBR-04 --|
                         |             --- MBR-04
                          --- MBR-04 --|
                                       --- MBR-04
```

The Daedelus also had battalions of MBR-07 Spartans and ADR-04 Defenders for when heavy close combat or anti-air combat is expected. There were approximately one of each of these for every five Tomahawk battalions.

The HWR-00 Monster is only assigned as backup if extremely heavy combat is expected since there were only a half-dozen built. Also, the SDR-04 Phalanx is only assigned as needed for additional firepower, and only on the SDF-1. Optionally, a battalion can be outfitted with MBR-08 Masamune or MBR-07 Dehawk units.

N.U.N.S.

Chapter 3 – Character Information

All members of UN Spacy receive 1 year of basic military training regardless of what their specialty or field will be. This is represented in Fusion as "everyman" skills, or in this case "basic training" skills. All basic training skills start at level 2.

All members of the UN military automatically have 1 free level in the Membership and Rank perks to represent their standing within the military. Veterans (see below) gain an additional level of the Rank perk for every 5 years of service; they may forgo this bonus by instead taking a level of a disadvantage at minimum level to represent why they haven't been promoted.

Accelerated Training: During times of war, UN Spacy must train more troops faster. Accelerated training only grants 1 rank in each of the basic training skills instead of 2 ranks in each, but only takes 2 months. For every two months of training trimmed off of their MOS, the character receives 10 fewer OP for skills.

Veterans: With the GM's permission, characters can play experienced members of the UN, to represent having served in multiple tours of duty. For every 5 years of active duty, the character gains +25 OP for skills, +10 OP for perks related to their field and increases the starting skill limit by 2 ranks. However, every 5 years requires a roll on the war duty chart.

Ace Pilot: Many may be called ace pilots, and all natural Meltrandi are ace pilots by virtue of their role and training, but to actually be qualified as an ace pilot requires more than just the desire and ego to call yourself such. To qualify for the ace pilot Perk, you must meet the following:

Kill Score: you must have shot down 10 enemies in single combat

Skill: you must have performed a Pilot or Dodge roll at TN 25 or better in real combat conditions

Zentraedi: Zentran and Meltran are welcome in the UN military, both microns and macrons. Macronized Zentraedi usually serve in the UN army or space marines, or as a destroid pilot using upgraded power armor. Micronized Zentraedi will serve in any capacity as humans. By the later era, the macronization/micronization process is refined to the point that Zentraedi can alter their size in a matter of minutes and can withstand multiple changes per month.

Basic Training Skills
Automatic Weapon
Hand to Hand
Rifle or Handgun
Military Etiquette
Athletics
Dodge & Evade

Furthermore, all UN Spacy members who are to be bridge officers or science officers must go through additional training for a year to get the basic skills needed to function in their duties. All officer skills start at level 2, much like the basic training skills. It is interesting to note that in all of the Macross anime and video games, the entire bridge crew, except usually the captain, are all female. While this is a noticeable trend, women suffer no particular stigma for being a combatant, nor do men suffer for being bridge officers (outside perhaps some good natured ribbing from fellow personnel), personal traits not withstanding.

All characters are enlisted personnel unless they complete this bridge officer training, in which they then use the officer rank table.

Officer Skills
Authority
Wardrobe & Style
Personal Grooming
Tactics
Computer Operation
Radio Communications

After the cadet's period of basic training or further training as an officer, they must choose their MOS, or occupation within UN Spacy. Each occupation template provides the skills that are taught by that field. The player is not required to put skill levels in all of the skills listed, but is recommended to do so. The player has 40 skill levels to distribute amongst these skills or ones taught in basic training and/or bridge officer training (if available). The templates, and length of training are involved, are as follows:

VF Pilot

Rank: Enlisted	**Requirements**: Basic training, 2 years training	**Branch**: Air Force, Space Air Force
The VF pilot is one of the most glorious occupations within the UN military. These pilots make up the bulk of the UN Air Force and Space Air Force personnel.		
Skills: Mecha Pilot: VF, Mecha Weaponry, Mecha Combat, Pilot or Drive (choice), Computer Operation, Dodge & Evade, Radio Communication		

Destroid Pilot

Rank: Enlisted	**Requirements**: Basic training, 1 year training	**Branch**: Army, Space Marines
Although the UN military no longer uses destroids, these pilots served a primary role during Space War I as heavy infantry and internal defense onboard the Macross. After Space War I, many destroid pilots served as auxiliary military police to help curb macronized Zentraedi riots.		
Skills: Mecha Pilot: Destroid, Mecha Weaponry, Mecha Combat, Pilot or Drive (choice), Computer Operation, Dodge & Evade, Radio Communication		

Radar Intercept Officer

Rank: Officer (NCO)	**Requirements**: Basic training, 1 year training	**Branch**: Air Force, Space Air Force
The RIO is the guy who sits in the second seat in dual-seat variable fighters and destroids. They provide assistance to the pilot by operating communications, ECM/ECCM, stealth and sometimes PPB systems.		
Skills: Electronic Warfare, Computer Operation, Radio Communication, Systems Operation, Reflector Systems, Awareness/Notice, Tactics		

Infantry

Rank: Enlisted	**Requirements**: Basic training, 2 months training	**Branch**: Army, Space Marines
The infantry does not receive near as much popularity as the mecha pilots, but the ground forces have the largest number of personnel compared to other branches (high percentage of micronized Zentran). They are trained in most weapons and survival skills.		
Skills: Survival, Awareness/Notice, Hand to Hand, Melee, Automatic Weapons or Rifle & Shotgun, Athletics, Body Building		

Aircraft Pilot

Rank: Enlisted	**Requirements**: Basic training, 1 year training	**Branch**: Air Force
These are the pilots who fly conventional (non-transformable) aircraft, either for air defense with the UN Airforce or transport units. Traditional aircraft still see a good amount of use on colony planets, and many branches of the UN Army or Space Marines still use transport helicopters to move troops and supplies.		
Skills: Pilot: Fixed Wing, Pilot: Gyro & Helicopter, Pilot: Vectored Thrust, Radio Communication, Navigation, Weapon Systems, Computer Operation		

Mechanized Ground Forces

Rank: Enlisted	**Requirements**: Basic training, 6 months training	**Branch**: Army, Space Marines

These individuals are trained to control ground vehicles such as APCs and tanks. They provide fire support and logistics trains for other forces and mobile infantry.
Skills: Driving, Heavy Machinery, Navigation, Weapon Systems, Computer Operation, Basic Tech, Heavy Weapons

Engineering Corps

Rank: Enlisted	**Requirements**: Basic training, 3 years training	**Branch**: All
These personnel are responsible for keeping the UN mecha and ships running smoothly as well as developing new technology to advance the UN's capabilities. While these people do not get a lot of glory, they silently know that the pilots wouldn't either if they weren't there to constantly fix their mecha.		
Skills: Jury Rig, Awareness/Notice, Mecha Tech, Aero Tech, Auto Tech, Mecha Design, Computer Operation		

Communications Officer

Rank: Officer	**Requirements**: Officer training, 2 years training	**Branch**: All
Communications officers have a dual responsibility of maintaining long-range communications outside of the fleet and keeping the communications network within the ship and mecha compliment running as well as operating ECM/ECCM systems.		
Skills: Oratory, Radio Communication, Satellite Communication, Radio Scramblers, Cryptography, Electronic Warfare, Language		

Navigation Officer

Rank: Officer	**Requirements**: Officer training, 2 years training	**Branch**: Navy, Space Navy
The navigation officer is effectively the pilot of a capital ship, making sure the vessel stays on course and maintains proper speed and distance to allow use of the Milky Highway for civilians to travel safely between colony ships. Navigation officers also serve with the fleets of the UN Navy forces.		
Skills: Astro-Navigation, Astronomy, Mathematics, Computer Operation, Starship Operation, Navigation, Awareness/Notice		

Operations Officer

Rank: Officer	**Requirements**: Officer training, 2 years training	**Branch**: Navy, Space Navy
These personnel are often referred to as Level 1 Operators. They serve many different functions on a ship, ranging from pinpoint barrier operation to weaponry operation. Those who train in reflector systems are often nicknamed PPBG (pin point barrier gals).		
Skills: Basic Tech, Computer Operation, Mathematics, Ship Weaponry or Reflector Systems, Concentration, Awareness/Notice, Tactics		

Ship/Base Administrator

Rank: Officer	**Requirements**: Officer training, 1 year training	**Branch**: Navy, Space Navy
These personnel are responsible for collecting reports from the various sections of a ship and relaying them to the appropriate bridge officer or department, much like the yeomen of the old navy. While this may seem like a glorified bridge secretary, it is an important position to maintain smooth operation of a ship. Administrators also have the responsibility of maintaining civil order onboard a colony ship. A variant of this is the Base Administrator, who does the same duty, but serves on a permanent or semi-permanent base of operations.		
Skills: Computer Operation, Oratory, Authority, Human Perception, System Knowledge, Persuasion, Bureaucratic		

Command Officer

Rank: Officer	**Requirements**: Officer training, 4 years training	**Branch**: All
Command officers include permanent leaders rather than simply a squadron or platoon leader. These individuals are most likely a ship captain or UN command branch, and recommended as NPCs. Command officers should have at least Membership and Rank 4 or higher.		
Skills: Authority, Leadership, Tactics, Oratory, Social, Interrogation, Awareness/Notice		

Military Specialist

Rank: Officer or Enlisted	**Requirements**: Officer training optional, 2 years training	**Branch**: SSS, Space Marines
The military specialist is a highly trained infantry personnel that specializes in reconnaissance, black ops, or function as internal affairs within the UN.		
Skills: Hand to Hand, Automatic Weapons or Rifle & Shotgun, Interrogation, Survival, Intelligence Gathering, Stealth, Resist Torture/Drugs		

Field Scientist

Rank: Officer or Enlisted	**Requirements**: Officer training optional, 4 years training	**Branch**: All
A field scientist is trained for intelligence gathering and study in the field, either to help understand the enemy or to help explore a potential colony planet. The field scientist is not a specialist in any particular field of science, preferring to draw competent knowledge from most fields for their work.		
Skills: Mathematics, Research, Awareness/Notice, Basic Tech, choose 3 [INT] or [TECH] skills related to field of expertise		

Medical Officer/Doctor

Rank: Officer	**Requirements**: Officer training, 4 years training	**Branch**: All
This group includes all medical personnel from surgeons down to nurses. Much like the mechanical engineer, this role doesn't see much fame but is critical to all branches of the UN military. This job includes those who serve in a facility on a base or capital ship as well as field medics.		
Skills: Med Tech, Awareness/Notice, Diagnose, Research, Paramedic, Zoology, Pathology		

Military Police

Rank: Officer	**Requirements**: Officer training, 2 years training	**Branch**: All
The MP are a special branch of officers who act as a combination of internal security and law enforcement within the UN. They chase down deserters, break up brawls in bars and officers lounges, and provide internal security on UN bases and capital ships.		
Skills: Authority, Automatic Weapons, Human Perception, Hand to Hand, Melee, Interrogation, Dodge & Evade		

UN Peace Corps

Rank: Enlisted	**Requirements**: Basic training, 2 years training	**Branch**: Special
The peace corps provide two important services to the New Unity Government. First, they head the diplomatic corps, handling all military negotiations. Second, they work together with the medical and engineering departments to provide relief to colonies in distress of natural disaster or post-war.		
Skills: First Aid, Survival, Jury Rig, Human Perception, Military Etiquette, Interview, Awareness/Notice		

Ghost Drone Controller

Rank: Officer	**Requirements**: Officer training, 1 year training	**Branch**: Air Force, Space Air Force
The Ghost drone controller functions as a cross between a fighter pilot and a RIO. They control drone fighters when they are not functioning on their own. As such, they must have a grasp of piloting as well as computer systems.		
Skills: Mecha Pilot: VF Series or Pilot: Fixed Wing, Computer Operation, Radio Communications, Weapons Systems, Awareness/Notice, Electronic Warfare, Satellite Communications		

Jammingbird Specialist

Rank: Enlisted or Civilian	**Requirements**: Basic training	**Branch**: Space Air Force
This is a specialized group within the UN Spacy special forces. They are singers trained to perform under duress of combat for the purpose of culture shock and spiritia warfare. Only one such unit has been made, and met with mixed results. As spiritia rules are optional, so is this template; if spiritia is ignored, replace spiritia skill picks with any 2		

skills and use as a "culture warfare" specialist.
Skills: Expert: Spiritia, Sing, Play Instrument, Concentration, Military Etiquette, Personal Grooming, choice of 2 spiritia skills

Heroic and Suicidal Test Pilot

Rank: Enlisted	**Requirements**: Basic training, 2 years training	**Branch**: Air Force, Space Air Force
This differs from the typical VF pilot in the fact that they are expected to have some mechanical skills (even if they don't) for helping to fine-tune the variable fighter they are helping design. Thus, they have less focus on combat skills.		
Skills: Mecha Pilot: VF, Jury Rig, Mecha Tech, Pilot: Fixed Wing or Shuttlecraft, Awareness/Notice, Survival, First Aid		

War Duty

War is hell; usually. Sometimes you get lucky and get a nice quiet detail, and other times you are thrown into the worst of it. For every five years of additional military service, you get to roll once on the following chart and pray for the best.

1d10	What happened?
1	Short-term affair.
2	Long-term affair.
3	Make a friend.
4-5	Make an enemy.
6-7	Windfall.
8-9	Accident.
10	War.

Short/Long-Term Affair

1d10	How did it go?
1-2	Couldn't care less. You haven't met since "that night".
3-4	They didn't take the break-up well. Make an enemy.
5-6	They were fine with a one night stand. Make a friend.
7-8	They were killed in an accident.
9-10	They were murdered, and it's your fault.

Make a Friend

1d10	Your friend is
1-2	..a superior in your occupation.
3-4	..a subordinate in your occupation.
5-6	..a rival in your occupation.
7-8	..someone you just met.
9-10	..an old friend you lost track of before.

Make an Enemy

1d10	Your enemy is..
1	..a superior in your occupation
2	..a subordinate in your occupation.
3	..a co-worker in your occupation.
4	..an outside competitor.

5	..someone who works with your organization.
6	..an old rival you lost track of before.
7	..someone who's job/rank you took.
8	..a total stranger.
9	..a rival in your occupation
10	..special. Roll Table G in character creation in the basebook.

Windfall

1d10	Score! What did you get?
1-2	Someone owes you. Gain Favor 7.
3-4	Cash. Gain 2d10x100 credits.
5-6	Made a contact in another field. Gain Contact 5.
7-8	Made a contact in the black market. You can buy restricted and military gear at ½ cost.
9-10	You gain information about your past that you never knew (lost sibling, noble blood, etc).

Accident

1d10	Ouch. What happened this time?
1	Lost your job. No income that time period, lose Membership/Rank and ½ the OP.
2	Blacklisted. As per "lost job" but you have equivalent of Hunted -5 with that group.
3	Financial ruin. Start with no money at all. You may still gain money for terms after this one.
4	Lose a loved one of the GM's choice.
5	You are implicated in the collapse of your company or the failure of an important mission. Lose 1 level of Rank/Membership.
6	You are falsely blamed for the injury or death of a co-worker or teammate.
7	You cause an accident that kills several people. If there are survivors (1-3 on 1d10) you gain an enemy.
8	Disfiguring accident. Lose 1d6 ATTR (minimum 0).
9	Bad accident. Lose 1 AGIL, STR, BOD or MA of GM choice (or roll 1d4 to choose).
10	Horrible accident. Lose 2 AGIL, STR, BOD or MA. You have a cybernetic replacement. This isn't Cyberpunk; no limb weapons, upgrades or Realskinn. The replacement does the job of the original; mostly. If cybernetics are available (see Tech Manual), you can purchase a better one.

War

1d10	Who did you fight, and how did it go?
1	Anti-UN forces. They were routed. Gain +1 Rank or Membership.
2	Anti-UN forces. They were defeated.
3	Anti-UN forces. UN forces were defeated.
4	Anti-UN forces. UN forces were routed due to your mistake. Gain Bad Reputation -5 (incompetent)
5	Rogue Zentraedi fleet. They were overwhelmed by earth's culture. Gain +1 Rank or Membership.
6	Rogue Zentraedi fleet. They were defeated through force of arms.
7	Rogue Zentraedi fleet. UN forces had to fall back.
8	Rogue Zentraedi fleet. UN forces were crushed by a fleet five times their size. Lose 5 OP as you wait for your mecha or ship to be repaired or rebuilt.
9	Colony suppression. A colony attempted to break away from the UN and was "persuaded" to stay. Lose a level of Membership or Rank from questioning orders.
10	Unknown alien forces. It was a small skirmish and they haven't been seen again. Be ready to be questioned if they show up again.

Standard Equipment

All UN personnel are automatically provided housing in the barracks and three square meals per day if they wish. Officers are offered relatively inexpensive housing in the apartment complexes on or near UN installations (averages 350 credits per month for

an apartment with one bedroom, living room, kitchenette and bathroom). Officers also have the option of renting or owning housing in the civilian sectors/cities.

All UN Members – 3 duty uniforms, 1 dress uniform, Heckler & Koch PD8 semi-automatic pistol, 2 extra ammunition clips, ID card with security and tracer, personal communication device, utility belt

VF Pilots/Test Pilot – flight suit, 2 jumpsuits, helmet with HUD, assigned whichever VF is the current standard issue (or an older one if preferred), 2 maneuvering rods

Destroid Pilot – 2 jumpsuits, Heckler & Koch MP-9 sub-machinegun, 2 extra ammunition clips, flack vest, helmet with HUD, assigned a Tomahawk, Spartan or Defender (if available in the campaign's set time period)

RIO – flight suit, 2 jumpsuits, helmet with HUD

Bridge Officers – 1 extra dress uniform, equipment according to station

Infantry, Military Specialist – AR-21 5.56mm Assault Rifle, 2 extra ammunition clips, 2 fragmentation or incendiary grenades, standard infantry suit, helmet with HUD, combat knife, first aid kit

Military Police – stun stick, Heckler & Koch MP-9 sub-machinegun, 2 extra ammunition clips, helmet with HUD

Medical Officer – portable forensic & medical kit, PDA with medical files

Field Scientist – portable science kit, flack vest, PDA with scientific encyclopedia files

Mechanical Engineer – portable tool kit & diagnostic tools, 3 sets of work overalls, cap, tool belt, 3 pair of work gloves, 3 rolls of duct tape, PDA with mechanical specs

Peace Corps/Diplomats – flak vest, equipment by mission

Jammingbird – flashy yet useless outfit, flight suit, assigned to a VF-11D Jammingbird with pilot

Uniforms and Armor

Uniforms – Most UN members have a dress formal uniform and an informal uniform or jumpsuit. Officers of sufficient rank get a fancier uniform and fleet captains have an optional privateer-style overcoat. All dress uniforms have an optional cap. The standard uniform consists of a shirt with jacket and either skirt or slacks as appropriate.

Pilot Jumpsuits – These are lightweight and very comfortable, and can be worn under a flight suit with no penalty. Ace pilots also get a beret to indicate their status. These jumpsuits provide minimal protection (SP 5).

Flight Suit – All variations have a built in power cell capable of powering their distress transponder, luminescent strips, radio and life support for 2 hours. Flight suits provide fair protection against small caliber firearms (SP 10) and protect the pilot from radiation and biological/chemical weapons when sealed. The flight suit also provides venires for movement in Zero-G, up to a flight MA of 6. Weight 1.5 kg.

Special Ops Flight Suit – Same as the basic type, but provides increased protection (SP 15). This is available to special forces pilots after 2046. Weight 2.0 kg.

VF-22S Flight Suit – This specialized flight suit functions similar to the basic model (SP 15), but increases the pilot's effective BOD by +2 for resisting G-forces. The

helmet is reinforced (SP 20) and has a HUD uplink to the VF-22S the pilot is in (+1 initiative). Weight 1.9 kg.

E.V.A. Suit – This is a heavy suit for working in a Zero-G environment. It provides better protection against firearms (SP 20), but is more encumbering (-2 AGIL). Like the flight suit, it has a distress transponder, radio, verniers and life support with a 5-hour battery. This suit also includes a sleep gas dispenser to allow the person to go into "soft sleep" for up to 2 hours at a time.

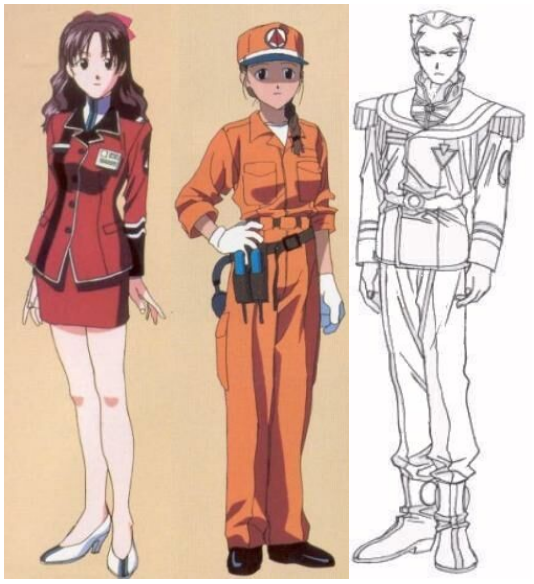
Mechanics Overalls– UN mechanics get heavy duty overalls with a matching cap. All such uniforms, referred to as "grubs", come in a standard orange to make them more visible in their workstations. The overalls have two shirt pockets and a total of four pockets in the pants.

Flak Vest – Flak ballistic mesh vest that covers the front and back torso, and the shoulders. A flak vest typically has 2-3 pockets as well as loops to attach most firearms. Comes in all camouflage patterns as well as army or unit specific colors.

Standard Infantry Suit – Light multi-polymer plate for the front and back of the torso over heavy ballistic mesh jumpsuit. Comes with combat boots and a heavy multi-polymer plate combat helmet similar to the one above but with better SP and a built in radio. The suit has two large pockets in each leg and one smaller pocket in each bicep. The suit has reinforced loops for attaching weapons. Comes with standard combat belt. SP 20 (torso) 25 (head) 15 (arms/legs), Weight 4.1 kg total.

Combat Boots – Standard issue heavy duty boots. Good for all terrain types as well as for stomping on your opponent when he's down. Waterproof and flame resistant too. Comes in black, dark gray, olive drab or dark brown. SP 15, Weight 0.8 kg.

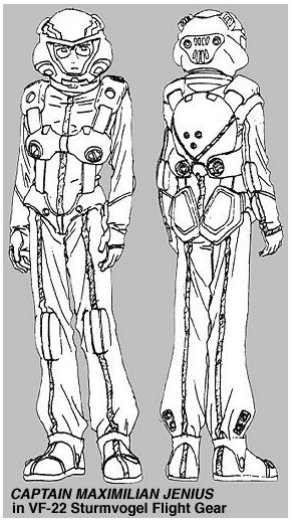
Combat Helm – Standard issue light multi-polymer plate helm with clear visor. Comes in all standard camouflage patterns as well as army or unit specific colors. Add a polarized visor for an additional 20 credits. The face of this helm is open, but attacks suffer a -5 penalty for called shots to the face. SP 20, Weight 1.6 kg.



On the left is the newer-styled standard issue uniform, with the red color indicating a bridge officer (all other officer uniforms are white). The middle is a mechanical engineer's overalls for use in a pressurized bay or outdoors hanger. The male

pilot’s dress uniform (right) is navy blue, although Special Forces pilots also have gold tassels on their shoulders to indicate their status.

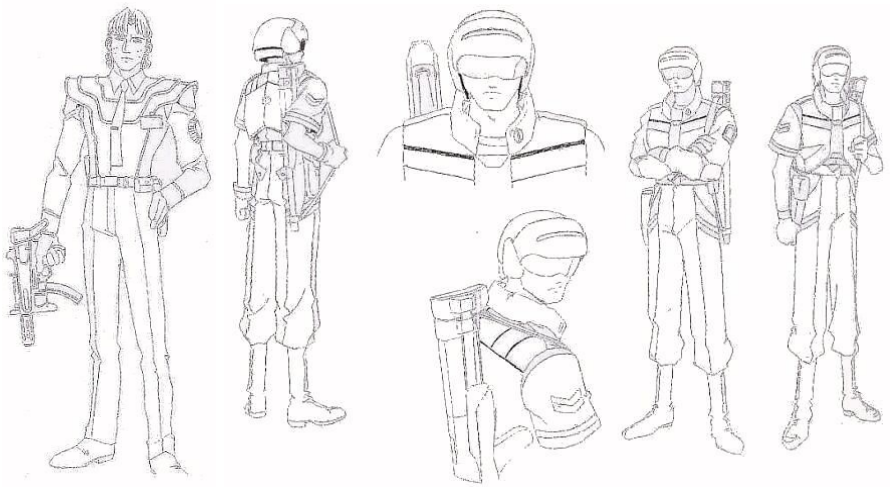
Colony Fleets Commanders (as shown above) wear slightly more ornate versions of the standard UN Colony Fleet uniform, which includes a privateer-style cloak and cap. Their uniform, like that of the rest of the bridge crew, is also white. Their rank badges are mainly purple which denote them as the Commander of the Colony Fleet. Regular Colony Fleet Captains wear similar uniforms but less ornate, and stick more closely to standard UN Uniforms.



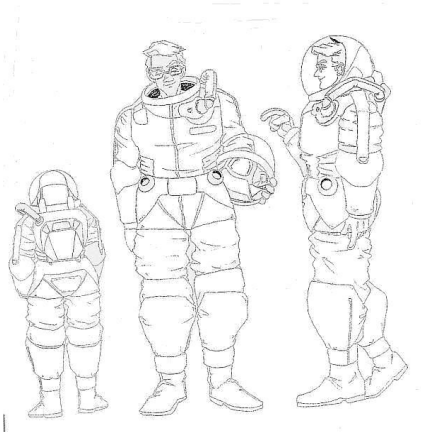
CAPTAIN MAXIMILIAN JENIUS
in VF-22 Sturmvogel Flight Gear

The standard flight suit (right) has the luminescent strips on the wrist again, and the blue color indicates the individual as a Special Forces pilot (standard pilots get a white flight suit). The VF-22 comes with a custom-designed flight suit (left) for the pilot instead of the standard UN Spacy-issue design used by most VF pilots. This flight suit consists of an upper and lower g-suit that promotes circulation even during high-G turns, thus decreasing the possibility of pilot's blacking out in combat. The flight suit also comes with a specialized HMD helmet which can display computer graphics and overlays over what the pilot sees, providing additional information. Although the system is not a

great substitute for the BCS and BDI systems in the original YF-21 prototype, it does provide the pilot with additional information and helps combat battlefield confusion. The one disadvantage of the flight suit is that it is customized for the VF-22 and is NOT usable in other aircraft.



Above left is the standard uniform for UN military police and security forces. These uniforms are always blue with white trim regardless of rank. He is carrying the standard issue Heckler & Koch MP9 sub-machinegun. On the right is the uniform of a UN security officer or soldier with standard issue assault rifle, HUD helmet and flack vest.



Standard heavy duty UN Spacy spacesuit designed for E.V.A. activity. This suit also has a sleep gas dispenser to go into "soft sleep" during flight.

Chapter 4 – UN Military Mecha

During Space War I, UN Spacy used both Destroids and Variable Fighters. However, the Destroids were slowly phased out of use due to the facts they aren't nearly as mobile as the VF series, even though they are cheaper and easier to mass produce. By the mid 2030's, most remaining Destroids were shipped to colony worlds or purchased for work or private collections (typically by those who piloted them in the war). Some

colonies have even petitioned UN Spacy to allow them to manufacture small numbers of Destroids.

Despite all of this, the VF is the main mecha of the UN Spacy forces, even for being more costly to manufacture. In 2050, the main variable fighter is the VF-171. The VF-17 Nightmare and VF-19 Excalibur are used primarily as close defense of colony ships (i.e. Diamond Force), and the VF-22 Sturmvogel II is used for special operations. Many Zentraedi pilots still prefer their VA-14, while the VAB-2D is still used as a heavy bomber. The VB-6 is the first VF to take roots from the old Destroid series, functioning as a superheavy bomber as well as ground assault.

This chapter covers the mecha that are in current use by the majority of UN Spacy. For a complete listing of all models and variants used see Sourcebook 4 – Tech Manual. This includes "future" variable fighters such as the VF-25 and VF-27.

VFs: VF-11C, VF-11MAXL, VF-17, VF-171, VF-19, VF-22S, VB-6, VAB-2D
Destroids/Power Armor: Queadluun-Rea, Cheyenne II
Optional VFs: VF-11E, VF-11F, VF-11G, SW-XA 1

Mecha of the UN Government

VF-11C Thunderbolt

COST: 312 CP
Availability: 2040-2045

HEIGHT:
41.34 ft (12.92 m) in soldier configuration.
22.05 ft (6.89 m) in gerwalk configuration.
15.39 ft (4.81 m) in fighter configuration.

WIDTH:
17.46 ft (5.45 m) at shoulders in soldier configuration.
35.84 ft (11.20 m) in gerwalk or fighter configuration with wings at maximum extension.

LENGTH:
11.17 ft (3.49 m) in soldier configuration.
28.54 ft (8.92 m) in gerwalk configuration.
49.63 ft (15.51 m) in fighter configuration.

WEIGHT:
9,000 kg.

Mode	MV	Land MA	Fly MA
Battroid	-1	6 (300m/round)	25 (1250m/round)
Gerwalk	-2	3 (150m/round)	37.5 (1875m/round)
Fighter	-3	0	50 (1600m/round)

Maneuver Pool +0%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		MS	8	8	STR	3	3
Head		LW	2	2	LW	2	2
Right Arm		MS	5	5	STR	3	3
Left Arm		MS	5	5	STR	3	3
Right Leg		MS	5	5	MS	4	4
Left Leg		MS	5	5	MS	4	4

Right Wing	LW	2	2	LW	2	2
Left Wing	LW	2	2	LW	2	2

Thrusters	**Location**	**MA**
Thruster	Right Leg	12.5
Thruster	Left Leg	12.5

Sensors	**Location**	**Kills**	**Sensors**	**Communications**
HS Class	Head	2	11 km	1300 km

Weapon	**Location**	**DMG**	**Range**	**WA**	**Kills**	**Shots**	**Notes**
Hands	Arms	2K	Melee	+0	1	U	Quick, Handy
GU-13 Gunpod	1 Handed	1K	24	+1	1	40	All-Purpose, BV 6
Bayonet		+3K	Melee	+0	3	U	AP, Mated
Ammo						40	Armor Piercing
Ammo						40	Armor Piercing
Anti-Air Laser	Head	2K	24	+1	2	U	Phalanx Variable

Shield
MS Class, Alpha armor (DC 2), DA –2, SP 7, 2 binder slots for ammo clips, Left Arm mounted

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight (x2), Storage Module, Escape Pod
Resolution Enhance (4x), Weapon Mount, Self Destruct, Hardpoints (2 per Wing) , Combat Computer

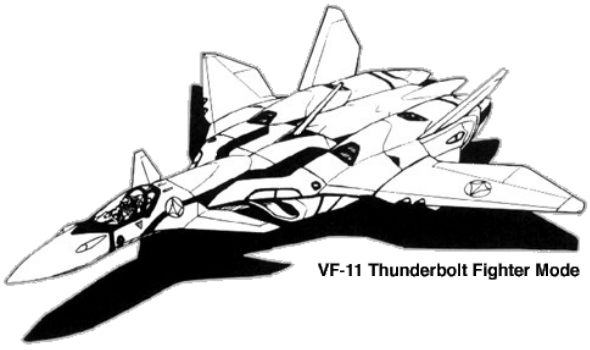
Multipliers
Environmentals (Space, Re-entry, Desert), Verniers (1 Main Body, 2 each Leg), Variable Fighter, Autopilot
Semi-monocoque

VF-11D Thunderbolt

COST: 326 CP
Availability: 2030 to 2045
* Two seat version with backup controls and recording suite used for training.
* Also referred to as VT-11D.

VF-17A Nightmare

COST: 916 CP
Availability: 2035 to 204X


VF-11 Thunderbolt Fighter Mode

HEIGHT:
48.58 ft (15.18 m) in soldier configuration.
30.36 ft (9.49 m) in gerwalk configuration.
17.18 ft (5.37 m) in fighter configuration.

WIDTH:
20.93 ft (6.54 m) at shoulders in soldier configuration.
77.52 ft (24.22 m) in gerwalk or fighter configuration with wings at maximum extension.

LENGTH:
12.50 ft (3.91 m) in soldier configuration.
41.12 ft (12.85 m) in gerwalk configuration.
50.02 ft (15.63 m) in fighter configuration.

WEIGHT:

9,000 kg

Mode	MV	Land MA	Fly MA
Battroid	-0	6 (300m/round)	49 (2450m/round)
Gerwalk	-1	3 (150m/round)	73.5 (3675m/round)
Fighter	-2	0	98 (4900m/round)

Maneuver Pool +33%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		HS	10	10	HS/A	5	5
Head		STR	3	3	MS/A	4	4
Right Arm		MS	5	5	MS/A	4	4
Left Arm		MS	5	5	MS/A	4	4
Right Leg		HS	6	6	HS/A	5	5
Left Leg		HS	6	6	HS/A	5	5
Right Wing		STR	3	3	MS/A	4	4
Left Wing		STR	3	3	MS/A	4	4

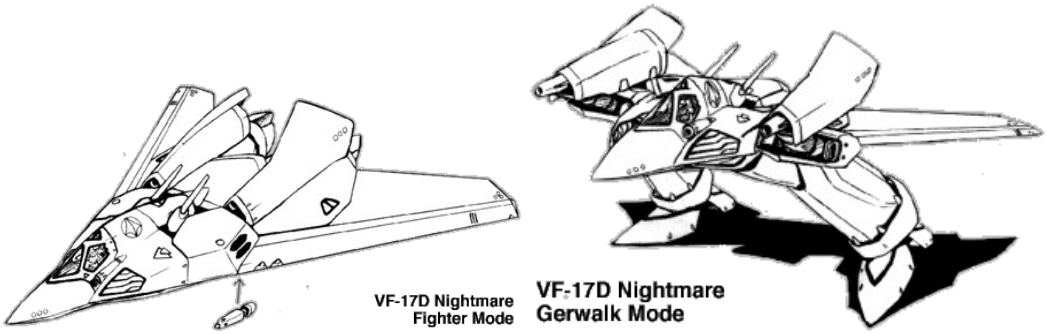
Thrusters	Location	MA
Thruster	Right Leg	24.5
Thruster	Left Leg	24.5

Sensors	Location	Kills	Sensors	Communications
LH Class	Head	3	20 km	1800 km
Backup	Torso	2	1 km	30 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	2K	Melee	+0	1	U	Quick, Handy
7-barrel GG	1 Handed	1K	24	+1	1	-	BV7, All Purpose
Ammo						60	AP
Ammo						60	AP
Small Laser	Torso	2K	25	+1	2	U	BV4, Linked
Small Laser	Torso	2K	25	+1	2	U	BV4, Linked
Large Laser	Right Arm	3K	24	+1	3	U	BV3, Linked
Large Laser	Right Arm	3K	24	+1	3	U	BV3, Linked
Missile Launcher	Right Arm	5K	64	+1	2	4	CMV, Linked
Missile Launcher	Right Arm	5K	64	+1	2	4	CMV, Linked
Missile Launcher	Left Arm	5K	64	+1	2	4	CMV, Linked
Missile Launcher	Left Arm	5K	64	+1	2	4	CMV, Linked

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Self Destruct, Weapon Bay (1 each leg, 2 Spaces worth), Combat Computer, Resolution Enhance (32x)

Multipliers
Environmentals (Space, Re-entry, Desert), Verniers (1 Main Body, 2 each Leg), Variable Fighter
Transatmospheric Ability, Passive Stealth, Autopilot, Overcharged Engines, Semi-monocoque



Notes:
Large bore lasers are concealed in the forearms and can fire out the front or back (elbow).
Gatling gun cannot be fired in gerwalk mode.

VF-17C Nightmare

COST: 934 CP
Availability: 2035 to 204X
* Upgraded version with enhanced avionics.
* Add ACE +33%.

VF-17D Nightmare

COST: 984 CP
Availability: 2035 to 204X
* Upgrade of VF-17C to include head lasers
* Add two head lasers

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Anti-Air Laser	Head	2K	24	+1	2	U	Phalanx Variable, Linked

2046 Upgrade
Add the following and increase cost to 1635 CP
MS Class, Reactive Shield, DA +0, SP 8, +4K damage offensive

VF-17S Nightmare

COST: 1067 CP
Availability: 2035 to 204X
* Command model with four head lasers
2046 Upgrade
Add the following and increase cost to 1720 CP
MS Class, Reactive Shield, DA +0, SP 8, +4K damage offensive

VF-17T Nightmare

COST: 969 CP
Availability: 2035 to 204X
* Two seat version of VF-17C with backup controls and recording suite used for training.

VF-171 Nightmare Plus

COST: 1847 CP (+206.4 CP for loaded MC-17C; +93.6 CP for missiles)
Availability: 2050+

HEIGHT:
48.58 ft (15.18 m) in soldier configuration.
30.36 ft (9.49 m) in gerwalk configuration.
17.18 ft (5.37 m) in fighter configuration.
WIDTH:

20.93 ft (6.54 m) at shoulders in soldier configuration.
77.52 ft (24.22 m) in gerwalk or fighter configuration with wings at maximum extension.

LENGTH:
12.50 ft (3.91 m) in soldier configuration.
(15.65 m) in gerwalk configuration.
50.04 ft (15.65 m) in fighter configuration.

WEIGHT:
12,150 kg

Mode	**MV**	**Land MA**	**Fly MA**
Battroid	-0	6 (300m/round)	49 (2450m/round)
Gerwalk	-1	3 (150m/round)	73.5 (3675m/round)
Fighter	-2	0	98 (4900m/round)

Maneuver Pool +67%

Servo	**Class**	**Kills**	**Spaces**	**Armor**	**SP**	**Kills**	
Main Body		HS	10	13	HS/A	5	5
Head		STR	3	4	MS/A	4	4
Right Arm		MS	5	6	MS/A	4	4
Left Arm		MS	5	6	MS/A	4	4
Right Leg		MS	5	6	MS/A	4	4
Left Leg		MS	5	6	MS/A	4	4
Right Wing		STR	3	4	STR/A	3	3
Left Wing		STR	3	4	STR/A	3	3

Thrusters	**Location**	**MA**
Thruster	Right Leg	24.5
Thruster	Left Leg	24.5

Sensors	**Location**	**Kills**	**Sensors**	**Communications**
LH Class	Head	3	20 km	1800 km
Backup	Torso	2	1 km	30 km

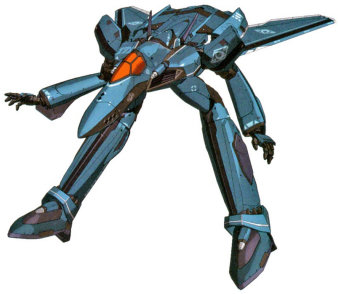
Weapon	**Location**	**DMG**	**Range**	**WA**	**Kills**	**Shots**	**Notes**
Hands	Arms	2K	Melee	+0	1	U	Quick, Handy
Small Laser	Torso	2K	25	+1	2	U	BV4, Linked
Small Laser	Torso	2K	25	+1	2	U	BV4, Linked
Anti-Air Laser	Head	2K	24	+1	2	U	Phalanx Variable, Linked
Anti-Air Laser	Head	2K	24	+1	2	U	Phalanx Variable, Linked
MC-17C Gun	1-Handed	1K	24	+1	1	-	BV7, All Purpose
Ammo						60	AP
Missile Launcher	Right Arm	5K	64	+1	2	8	CMV, Linked
Missile Launcher	Left Arm	5K	64	+1	2	8	CMV, Linked

Shield
MS Class, Reactive Shield, DA +0, SP 8, +4K damage offensive

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod, Flare/Chaff (20/20) Self Destruct, Weapon Bay (1 each leg, 2 Spaces worth), Combat Computer, Resolution Enhance (32x) Wing Hardpoints (3 per wing)

Multipliers
Environmentals (Space, Re-entry, Desert), Verniers (1 Main Body, 2 each Leg), Variable Fighter

Transatmospheric Ability, Autopilot, Overcharged Engines, Semi-monocoque, Active Stealth



Notes: VF-17 redesigned to be more easily mass-produced to be cost effective as a mainline general purpose fighter.

VF-19A Excalibur

COST: 1990 CP
Availability: 2041 to 20XX

HEIGHT:
49.53 ft (15.48 m) in soldier configuration.
27.24 ft (8.52 m) in gerwalk configuration.
13.41 ft (4.19 m) in fighter configuration.

WIDTH:
20.80 ft (6.50 m) at shoulders in soldier configuration.
43.27 ft (13.52 m) in gerwalk or fighter configuration with wings at maximum extension.

LENGTH:
14.17 ft (4.43 m) in soldier configuration.
41.35 ft (12.93 m) in gerwalk configuration.
59.07 ft (18.47 m) in fighter configuration.

WEIGHT:
8,550 kg empty. Maximum takeoff weight in an atmosphere is 38,386 kg, and maximum weight in space with optional fold booster is 47,180 kg (weights beyond that exceed theoretical safe limit for fold booster).

Mode	MV	Land MA	Fly MA Space	Fly MA Atmosphere
Battroid	+1	8 (400m/round)	74 (3700m/round)	64 (3200m/round)
Gerwalk	-0	4 (200m/round)	111 (5550m/round)	96 (4800m/round)
Fighter	-1	0	148 (7400m/round)	128 (6400 m/round)

Maneuver Pool +167%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		HS	10	10	MW/A	6	6
Head		MS	4	4	MS/A	4	4
Right Arm		MS	5	5	MS/A	4	4
Left Arm		MS	5	5	MS/A	4	4
Right Leg		HS	6	6	MS/A	4	4
Left Leg		HS	6	6	MS/A	4	4
Right Wing		MS	4	4	MS/A	4	4
Left Wing		MS	4	4	MS/A	4	4

Thrusters	Location	MA
Thruster	Right Leg	37
Thruster	Left Leg	37

Sensors	Location	Kills	Sensors	Communications
LH Class	Head	3	20 km	1800km
Backup	Torso	2	1 km	300 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	2K	Melee	+0	1	U	Quick, Handy
GU-15 Gunpod	1 Handed	2K	24	+2	2	-	BV6, All Purpose
Ammo						40	AP, Tracer
Ammo						40	AP, Tracer
Mauler REB-30	Head	2K	24	+1	2	U	BV3, Rear Fire only
Mauler REB-23	Right Wing	2K	24	+1	2	U	BV3, Linked
Mauler REB-23	Left Wing	2K	24	+1	2	U	BV3, Linked
Missile Pallet	Right Leg	3K	32	+1	5	24	CMV, Linked
Missile Pallet	Left Leg	3K	32	+1	5	24	CMV, Linked

Shield
MW Class, Beta armor (DC 4), DA –2, SP 9, 2 binder slots for ammo clips, Left Arm mounted
MS Class, Reactive Shield, DA +0, SP 8, +4K damage offensive

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod
Self Destruct, Combat Computer, Target Analyzer, Resolution Enhance (64x)
Hardpoints (2 on Main Body, 2 per Wing)

Multipliers
Environmentals (Arctic, Desert), Verniers (1 Main Body, 2 each Leg), Variable Fighter
Transatmospheric Ability, Autopilot, Active Stealth, ACE +67%, Virtual Controls, Semi-monocoque

Notes: The VF-19A has forward canard wings for optimization in an atmosphere (-2 MV in space).
The internal missile pallet can also use the HMMM.
Due to the air intake system of the engines, the VF-19's speed is limited while in an atmosphere.
VF-19A does <u>not</u> have space or reentry protection.

<u>VF-19F Excalibur</u>

COST: 2045 CP
Availability: 2041 to 20XX
* Model refitted for space use.
* Add space and reentry environmentals.
* Removes forward canard wings and replaces with verniers.

VF-19S Excalibur

COST: 2311 CP
Availability: 2041 to 20XX
* Command model of VF-19F with enhanced engines and additional head lasers.
* Add four smaller head lasers with the following profile:

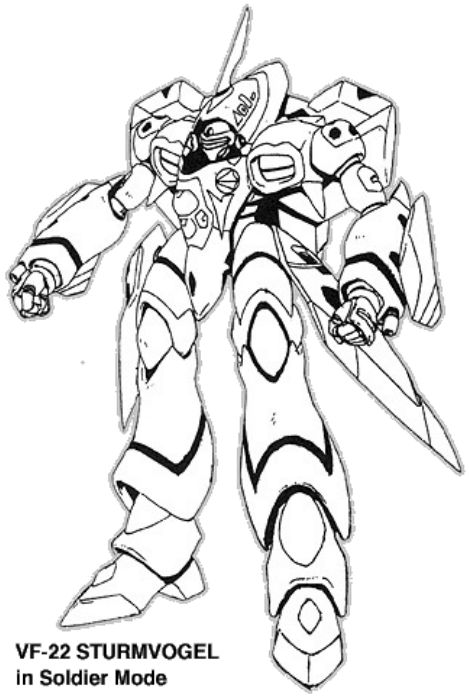
Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Anti-Air Laser	Head	1K	24	+1	1	U	BV2, Phalanx Variable, Linked

* Increase flight speed in space to:

Mode	Fly MA Space
Battroid	76 (3800m/round)
Gerwalk	114 (5700m/round)
Fighter	152 (7600m/round)

VF-22S Sturmvogel II

COST: 2213 CP (+975.96 for 2x GV-17L and 48x MM; concealed bay payload not included)
Availability: 2042 to 20XX


VF-22 STURMVOGEL
in Soldier Mode

HEIGHT:
48.70 ft (15.22 m) in soldier configuration.
25.98 ft (8.12 m) in gerwalk configuration.
12.93 ft (4.04 m) in fighter configuration.

WIDTH:
22.12 ft (6.91 m) at shoulders in soldier configuration.
49.15 ft (15.36 m) in gerwalk or fighter configuration with wings at maximum extension.

LENGTH:
13.54 ft (4.23 m) in soldier configuration.
45.15 ft (14.11 m) in gerwalk configuration.
62.78 ft (19.62 m) in fighter configuration.

WEIGHT:
9,340 kg empty. Maximum takeoff weight in an atmosphere is 39,207 kg, and maximum weight in space with optional fold booster is 48,305 kg (weights beyond that exceed theoretical safe limit for fold booster).

Mode	MV	Land MA		Fly MA Space	Fly MA Atmosphere
Battroid		+1	8 (400m/round)	56 (2800m/round)	35 (1750m/round)
Gerwalk		-0	4 (200m/round)	84 (4200m/round)	52.5 (2625m/round)
Fighter		-1	0	112 (5600m/round)	70 (3500 m/round)

Maneuver Pool +200%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		HS	10	13	MW/A	6	6
Head		MS	4	5	MS/A	4	4
Right Arm		MS	5	6	MS/A	4	4
Left Arm		MS	5	6	MS/A	4	4
Right Leg		HS	6	7	MS/A	4	4
Left Leg		HS	6	7	MS/A	4	4
Right Wing		MS	4	5	MS/A	4	4
Left Wing		MS	4	5	MS/A	4	4

Thrusters	Location	MA
Thruster	Torso	27
Thruster	Torso	27

Sensors	Location	Kills	Sensors	Communications
LH Class	Head	3	20 km	1800 km
Backup	Torso	2	1 km	300 km

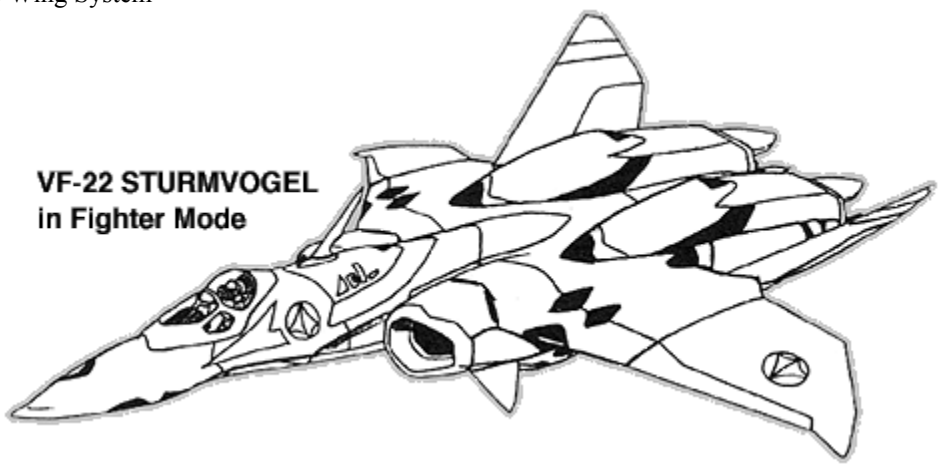
Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	2K	Melee	+1	1	U	Quick, Handy
Anti-Air Laser	Head	2K	24	+2	2	U	BV3, Phalanx Variable
Pulse Laser	Right Arm	2K	24	+2	2	U	BV2, Linked
Pulse Laser	Left Arm	2K	24	+2	2	U	BV2, Linked
Missile Rack	Right Wing	3K	32	+2	2	12	CMV, Linked
Missile Rack	Right Wing	3K	32	+2	2	12	CMV, Linked
Missile Rack	Left Wing	3K	32	+2	2	12	CMV, Linked
Missile Rack	Left Wing	3K	32	+2	2	12	CMV, Linked
GV-17L Gun	1 Handed	1K	24	+3	3	-	BV5, All purpose
Ammo						80	AP, Tracer
GV-17L Gun	1 Handed	1K	24	+3	3	-	BV5, All purpose
Ammo						80	AP, Tracer
Concealed Bay	Torso				1		
Concealed Bay	Torso				1		

* Concealed bays carry 12 MM, 6 SRM, 2 IRM or 1 LRM

Shield
MS Class, Beta Armor (DC 4), DA –1, SP 5, Right Arm mounted
MS Class, Beta Armor (DC 4), DA –1, SP 5, Left Arm mounted
MS Class, Reactive Shield, DA +0, SP 8, +4K damage offensive

Optional Systems
Liftwire, Anti-theft Codelock, Spotlight, Storage Module, Escape Pod
Self Destruct, Combat Computer, Target Analyzer, HMD Helmet Display, Hardpoints (2 per Wing)
Wide Spectrum Sensors (resolution enhance 32x, infrared, thermal optics, nightvision, ultraviolet)

Multipliers
Environmentals (Space, Re-entry, Desert), Verniers (3 Main Body, 1 each Leg), Variable Fighter
Transatmospheric Ability, Autopilot, Active Stealth, ACE +100%, Semi-monocoque
Malleable Wing System



Notes:
The wing missile launchers can also use the HMMM missiles.
Due to the air intake system of the engines, the VF-22's speed is limited while in an atmosphere.
The VF-22 can jettison it's arms/legs when needed (reduce weight to 8,000 kg, lose shields/pulse lasers).
Arm pulse lasers are concealed in the forearms and can fire out the front or back (elbow).

VAB-2D Wraith

COST: 1875 CP [+561.6 for 96 SRM]
Availability: 2042 to 20XX

HEIGHT:
73.44 ft (22.95 m) in soldier configuration.
40.39 ft (12.62 m) in gerwalk configuration.
11.02 ft (3.44 m) in fighter configuration.

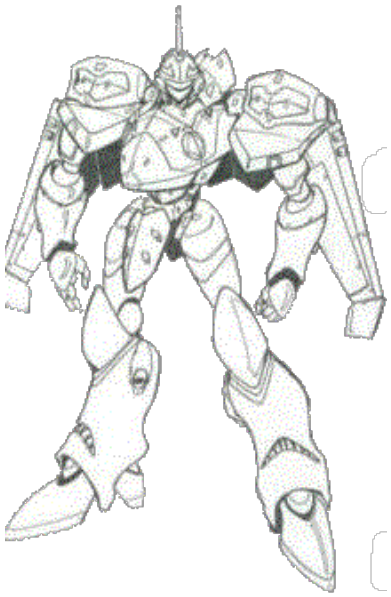
WIDTH:
50.82 ft (15.88 m) at shoulders in soldier configuration.
121.00 ft (37.81 m) in gerwalk or fighter configuration with wings at maximum extension.

LENGTH:
32.00 ft (10.00 m) in soldier configuration.
46.54 ft (14.54 m) in gerwalk configuration.
58.18 ft (18.18 m) in fighter configuration.

WEIGHT:
22,600 kg (empty)

Mode	MV	Land MA	Fly MA
Battroid	-0	6 (300m/round)	45 (2250m/round)
Gerwalk	-1	3 (150m/round)	55.5 (2775m/round)
Fighter	-2	0	74 (3700m/round)

Maneuver Pool +33%



Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		HS	10	13	MS	4	4
Head		STR	3	4	MS	4	4
Right Arm		MS	5	6	MS	4	4
Left Arm		MS	5	6	MS	4	4
Right Leg		HS	6	8	MS	4	4
Left Leg		HS	6	8	MS	4	4
Right Wing		STR	3	4	STR	3	3
Left Wing		STR	3	4	STR	3	3
Right Pod		MS		10	MS	4	4
Left Pod		MS		10	MS	4	4

Thrusters	Location	MA	Notes
Thruster	Right Pod	9.25	
Thruster	Right Pod	9.25	
Thruster	Left Pod	9.25	
Thruster	Left Pod	9.25	
Booster	Right Pod	4	Battroid Only
Booster	Left Pod	4	Battroid Only

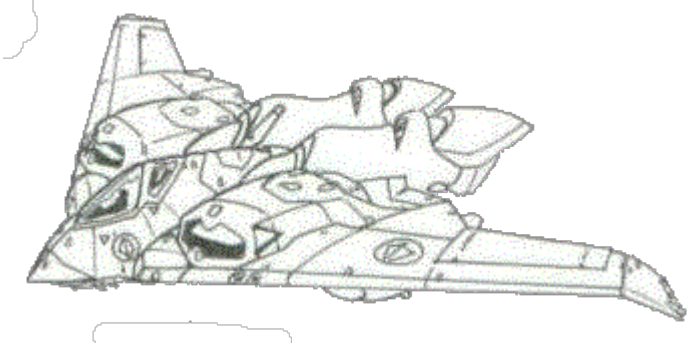
Sensors	Location	Kills	Sensors	Communications
HS Class	Head	2	11 km	1300 km
Backup	Torso	2	1 km	300 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	2K	Melee	+0	1	U	Quick, Handy
Pulse Laser	Right Arm	2K	24	+1	2	U	BV4, Linked
Pulse Laser	Left Arm	2K	24	+1	2	U	BV4, Linked
REB-30G Laser	Head	2K	24	+1	2	U	BV3, Phalanx Variable
Shoulder Missile	Right Arm	5K	64	+1	11	33	CMV, Linked
Shoulder Missile	Left Arm	5K	64	+1	11	33	CMV, Linked
Body Missile	Torso	5K	64	+1	5	15	CMV, Linked
Body Missile	Torso	5K	64	+1	5	15	CMV, Linked
Rotary Missile	Torso				1		Crosslinked
Rotary Missile	Torso				1		Crosslinked
Ammo	Torso	3K	32	+1	20	100	CMV

Shield
MS Class, Reactive Shield, DA +0, SP 8, +4K damage offensive

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod, Resolution Enhance (8x)
Self Destruct, Combat Computer, Hardpoints (4 on Torso, 3 each Wing)

Multipliers
Environmentals (Space, Re-entry, Desert), Verniers (2 Main Body, 1 each Arm/Leg, 2 each Pod)
Variable Fighter, Virtual Controls, Semi-monocoque
Transatmospheric Ability, Heavy Hydraulics, Overcharged Engine, Autopilot, Passive Stealth



Notes:
Both rotary missile launchers share the same missile payload bin.
Mauler REB-30G head mounted laser only has rear firing arc.

ADR-03-Mk III Cheyenne II

COST: 788 CP (+120 CP for PBG-12, +10 CP for flamethrowers, +1 CP for salute guns; +218.4 CP for missiles)
Availability: 2050's [?]

HEIGHT:
9.87m
WIDTH:
?
LENGTH:
?
WEIGHT:
?

Mode	MV	Land MA	Fly MA
Destroid	-2	5 (250m/round)	0

Rollers 10 (500m/round)

Maneuver Pool +0%

Servo Class	Kills	Spaces	Armor	SP	Kills	
Main Body	MH	16	20	ML/A	7	7
Right Arm	MS	5	6	HS/A	5	5
Left Arm	MS	5	6	HS/A	5	5
Right Leg	MS	5	6	HS/A	5	5
Left Leg	MS	5	6	HS/A	5	5
Pod	SL		2	STR/A	3	3

Thrusters	Location	MA
None		

Sensors	Location	Kills	Sensors	Communications
LH Class	Torso	2	20 km	1800 km
Backup	Torso	2	1 km	300 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
6-barrel gatling	Right Arm	2K	24	+1	2		BV6, All Purpose, Linked
6-barrel gatling	Left Arm	2K	24	+1	2		BV6, All Purpose, Linked
Rocket Pack	Right Arm	7K	1200	+1	2	4	Linked
Rocket Pack	Left Arm	7K	1200	+1	2	4	Linked
Light MG	Torso	1K	12	+1	1	-	BV3, Anti-Personnel
Ammo						25	
PBG-17	Arms*	12K	75	+1	12	U	Warmup 1
Flamethrower	Arms *	2K	1	+1	2	20	Incendiary, Anti-Person
Salute Guns	Arms*	2d10S	1	+0	2	20	

* The Cheyenne II can mount one of these options at a time. They are always mounted in matched pairs and are considered crosslinked. The salute guns can inflict 2d10 stun to human-sized targets if they get in the way.

Optional Systems
Liftwire, Anti-theft Codelock, Nightsight, Spotlight, Storage Module, Escape Pod, Weapon Mount (arms)
Self Destruct, Combat Computer, Magnetic Foot Locks, Zip Rollers

Multipliers
Environmentals (Arctic, Space, Desert), Verniers (1 Main Body, 1 each Leg, 1 each Arm)
Heavy Hydraulics, Semi-Monocoque

Notes: The Cheyenne II has special hardpoints on the arms to allow different weapon options.

Design Notes: Given that this is a late era model, it would make some sense that it would have some systems found in variable fighters, such as a pinpoint barrier and holographic cockpit. However, the anime and official notes give no mention of this.

Queadlunn-Rea

COST: 1005 CP (+264.4 CP for missiles)
Availability: 205X

HEIGHT:
16.75m
WIDTH:
18.4
LENGTH:
10.8m
WEIGHT:
32,500 kg

Mode	MV	Land MA	Fly MA
Power Armor	-2	7 (350m/round)	74 (3700m/round)

Maneuver Pool +200%

Servo	Class	Kills	Spaces	Armor	SP	Kills	
Main Body		HS	10	15	HS/A	5	5
Right Arm		MS	5	6	HS/A	5	5
Left Arm		MS	5	6	HS/A	5	5
Right Leg		MS	5	6	HS/A	5	5
Left Leg		MS	5	6	HS/A	5	5
Right Pod		HS		10	HS/A	5	5
Left Pod		HS		10	HS/A	5	5

Thrusters	Location	MA
Thruster	Right Pod	37
Thruster	Left Pod	37

Sensors	Location	Kills	Sensors	Communications
LH	Head	2	20 km	1800 km
Backup	Torso	2	1 km	100 km

Weapon	Location	DMG	Range	WA	Kills	Shots	Notes
Hands	Arms	2K	Melee	+0	1	U	Quick, Handy
Impact Cannon	Torso	3K	24	+1	2	U	Linked
Impact Cannon	Torso	3K	24	+1	2	U	Linked
Tri-barrel Laser	Right Arm	2K	12	+1	2	U	BV3, All Purpose, Linked
Tri-barrel Laser	Left Arm	2K	12	+1	2	U	BV3, All Purpose, Linked
Missile Rack	Right Pod	2K	32	+2	6	42	CMV, Crosslinked
Missile Rack	Left Pod	2K	32	+2	6	42	CMV, Crosslinked
Missile Rack	Right Leg	2K	32	+2	2	21	CMV, Crosslinked
Missile Rack	Left Leg	2K	32	+2	2	21	CMV, Crosslinked
PBG-11E	Left Pod	10K	75	+1	10	U	Warmup 1

Optional Systems
Nightsight, Spotlight, Combat Computer, Self Destruct, Storage Module, Weapon Mount (left pod)

Multipliers
Environmentals (Space), Verniers (5 each Pod, 2 each Leg, 1 Torso), Monocoque
Reflex Controls, Supercharged Engines, ACE +100%

Notes: The impact cannons always fire together unless one is destroyed.

Chapter 5 – UN Military Capital Ships & Fleets

This section includes all of the capital ships currently in service by the UN Spacy. Most of the capital ships fall into one of two categories: warships and colony ships. Warships include all military vessels, typically carrying VF squadrons and/or armed with multiple heavy weapons systems. The colony ships include all of the supersized fleet ships designed to carry colonists or resources through deep space.

Colony ships do not have many weapon systems if any at all, but usually carry a handful of variable fighters for close defense, relying on the warships to protect them. Another feature of most colony ships is the docking port for one of the Ark Royal class escort battle carriers, or one of the stealth frigates at minimum. The military ship attached to a colony ship serves as the ship's main administration, allowing the larger vessel's sensors to be tied into the bridge of the smaller military ship.

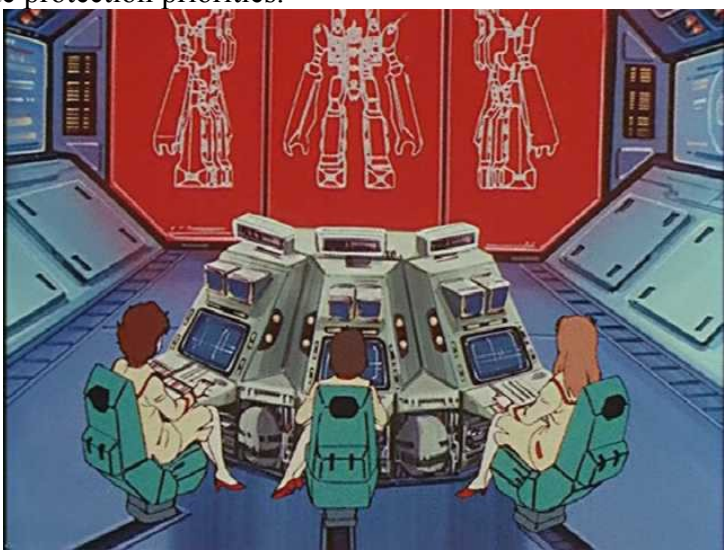
Zentran and Meltran vessels that were rebuilt and brought into the UN fleet saw several much-needed upgrades, including better armor, CIDS units and mecha repair stations in the hangers. Such vessels rebuilt to accommodate micronized crew would have many of the decks and wasted space refitted for the new crew and many human "luxuries" such as recreation rooms and individual crew quarters for officers. Typically a vessel refitted for mixed crew sees a 50/50 mix, although some vessels wished to remain 100% macronized.

Sourcebook 4 – Tech Manual will have details for earlier capital ships.

Bridge Structure

The bridges of all UN capital ships, including rebuilt Zentraedi vessels, use the same layout and control structure to make it easy for bridge crew to function at full

capability regardless of the ship they are currently on. The bridge crew consists of six or more personnel, with examples based from the Macross crew, as follows:
Captain (Bruno J. Global) – The captain is the overall commander of a ship, and is responsible for the well being of his ship and crew. The captain has final word on his ship.
Chief Weaponry Officer & Navigator (Claudia La Salle) – This officer is in charge of navigating the ship as well as operating the ships weapon systems; not as hard as it seems with the help of the combat computer.
Air Group Chief Tactical Officer (Misa Hayase) – This officer is charged with supervising the ship's mecha compliment and adjusting battle plans as needed to match enemy movements. This officer serves as the ship's First Officer, commanding the ship in the absence of the ship captain.
Communications Officer (Vanessa Laird) – This Level 1 Operator is assigned the duty of maintaining fleet and long-range communications outside the ship as well as deciphering the information brought in by the ship's sensors.
Right Forward Bridge Operator (Shammy Milliome) – This Level 1 Operator is assigned to coordinate the ship's mecha during battle by relaying orders from the chief tactical officer. On some vessels, this station is also responsible for the pinpoint barrier defense.
Left Forward Bridge Operator (Kim Kabirov) – This Level 1 Operator serves as ship administration, taking reports from within the ship and relaying them to the captain or other appropriate officer or division. Essentially this officer is the bridge crew yeoman, but is necessary for smooth operation of the ship.
Pinpoint Barrier Operator (Mei) – This is group of four Level 1 Operators who operate in a subsection near the bridge. These operators are dedicated to using the pinpoint barrier system to defend the ship (one barrier shield each). Smaller ships, as well as the earlier ones, see this station combined with the Right Forward Operator station. In some of the later ships, the pinpoint barrier system is computer controlled for better response time and accuracy, with the Right Forward Operator simply monitoring the system for errors or to override protection priorities.


PBG Gals at work

The New Macross Carrier, Battle 7 (Macross 7 fleet) was modified to allow macronized advisor Exsedol to put his head up into the bridge while standing in a lower

deck. Some of the smaller vessels will have fewer bridge crew, with some of the crew operating multiple stations.

Ship Naming Conventions

UN Spacy ships follow a set naming convention to identify their ships. For instance, a rebuilt Meltran gunship named the Helios will be designated something like ZV-148 Helios. UN vessels can also simply be labeled as UNS (United Nations Ship) or UES (United Earth Ship) before the end of Space War I.

CVS – Carrier Vessel Submergible, used for Prometheus Class Carriers
SLV – Supersized Landing Vessel, used for Daedelus Class Landing Vessels
CV – Carrier Vessel, used for Ark Royal Escort Carriers
CG – Guided Missile Cruiser, used for Haruna Stealth Cruisers
VC – Variable Carrier Vessel, used for Sentinel Carriers
FFG – Guided Missile Frigate, used for Clemenceau and Northampton Stealth Frigates
ZV – Zentraedi Vessel, applied to all refitted Zentran and Meltran capital ships
SDAC – Super Dimensional Aircraft Carrier, used for New Macross Battle Carriers that are not attached to a colony ship (only 20 in service in 2045)
TS – Training Ship, applied to Beginhill Training Ships

From the time of WWII, there have been certain naming traditions within the old US Navy for the naming of their ships. This practice has been maintained by the New Unity Government for the naming of their naval and space naval ships as homage to tradition. All Megaroad and Macross colony ships bear the name of their class, as do the Riviera and Einstein vessels; thus you have Macross 7 or Riviera 7.
CV & SDAC – presidents, famous naval ships, famous battles/sites of aviation history
VC & CG – distinguished individuals, famous battles
FFG – distinguished UN personnel
TS – well known military instillations
CVS & SLV – Greek deities
ZV – celestial bodies

Warships: Ark Royal Escort Carrier, Northampton Stealth Frigate, Clemenceau Stealth Carrier, Sentinel Stealth Carrier, Refitted Zentraedi/Meltrandi Ships, New Macross Battle Carrier, Daedelus Landing Vessel, Prometheus Semi-submersible Aircraft Carrier
Colony Ships: Macross Colony Ship, Beginhill Training Ship, Sunnyflower Agricultural Platform, Einstein Research Ship, Riviera Marine Research Ship, Mark Twain Resort Ship, Heaven Cemetery Ship, Hollywood Amusement Ship, Three Star Mobile Manufacturing Platform, Iowa Provisions Supply Ship

Ark Royal Class Escort Battle Carrier

The Ark Royal is one of the more numerous fleet vessels, with one attached to most colony ships as a control center and to provide protection. Each Ark Royal carries almost 400 VF mecha and also has several weapon systems including cruise missile launchers, intermediate-range missile batteries and retractable laser turrets similar to those of the old-style Zentraedi vessels.

Automated Factory Satellite

In October 2011 at the suggestion of Vrlitwhai Kridanik, the UN Spacy made a surprise attack against the Zentraedi controlled factory satellite, with the intent of seizing it from them and using it to build up Earth's defenses against possible further attacks from rogue Zentraedi or Meltrandi forces. Using a culture shock attack against the satellite's crew and defenses, with Max Jenius and Miriya Fallyna Jenius breaching the hull of the satellite so as to bring the culture attack directly to the crew inside by exposing them to their daughter Komiria Maria Fallyna Jenius, the Factory Satellite fell quickly to the UN Forces. Folding it back to the Sol System, they folded it into the Lagrange point between Earth and the moon providing an excellent defensive position.

The factory has been repaired and refitted to build current UN mecha and capital ships as well as hosting an entire city in the upper portion. It is here that many Zentraedi and Meltrandi who cannot adjust to Earth's culture prefer to live and work, with approximately 70% of the workforce being macronized Zentraedi. The satellite has been equipped with more docking ports, weapons and is also protected by a full three UN fleets for additional protection.

By 205X, the NUNS government has seized at least one dozen of these automated factory satellites. One is stated to be at the Lagrange point around Eden. Other than this one and the one taken in 2011 and stationed at earth, it is not stated where the remaining ones are.

Beginhill Military Training Ship

The Beginhill is designed to train new military personnel while en route to a colony. A typical military cadet's career begins with a rigorous 6-week basic training course, followed by specialization courses that can take anywhere from 6 months to 4 years depending on the cadet's position. In wartime the time it takes to train new recruits can be reduced up to 50%, though such accelerated courses are much more stressful on the cadets than the standard ones. Beginhill vessels can train recruits for any UN Spacy military profession, from foot soldier to VF pilot. All military personnel are required to spend 2 weeks per year taking classes to learn any new techniques and information they need.

The Beginhill also possesses powerful ECCM and communications suites, and can act as a fleet command vessel should a colony fleet lose their New Macross Class Battle Carrier. Due to the importance and military sensitivity of this ship, each Beginhill carries 8 squadrons of VF (96 mecha) and has an escort of 8-12 Clemenceau or Northampton vessels in addition to the normal fleet escort.

Clemenceau Class Stealth Carrier

The Clemenceau is an upgraded version of the old ARMD platform, rebuilt after UN Spacy learned from Space War I. It is the most common carrier in service, carrying 10 squadrons of VF fighters. Clemenceau frigates are usually set to escort a colony fleet vessel that does not have an Ark Royal in case it becomes separated from the fleet.

Daedelus Semi-Submersible Landing Ship

The Daedelus was designed as a submersible troop transport and sister ship to the Prometheus. The Daedelus can maintain a prolonged dive up to 4.8km (5.4km crushing depth, 4.2km cruising depth). While the Prometheus was designed primarily as an aircraft carrier, the Daedelus was meant to carry destroids, tanks and other infantry units. The Daedelus has life support and supplies for a full crew compliment for up to 2 years underwater. The UN military is quite happy with the design and has no plans to retire it. Like the Prometheus, the Daedelus is a main part of the UN Navy and EDF as well as being used on colonies.

Einstein Research Ship

The Einstein Research Ship works closely with the Sunnyflower and Riviera vessels when determining if a planet is capable of supporting a colony. It also works with the Three Star Mobile Manufacturing Platform for designing new mecha systems. The Einstein has a docking port for an Ark Royal Carrier. The Einstein works with dangerous chemicals and elements and has the most sub-compartmentalization of any colony ship to restrict damage and casualties in the event of a toxic spill or hull breech. There is one Einstein ship in each colony fleet.

Galaxy Patrol Ship

The Galaxy Patrol Ship was designed to act as a patrol ship for off world colonies, concentrating primarily on search and rescue and Customs patrols. The ship is based upon the hull of the Sentinel Class Stealth Carriers but has none of the stealth capabilities of that vessel, or variable fighter storage/hanger facilities. The ship is armed with a tri-barreled laser cannon mounted in the fore section of the ship and missile launchers for defense purposes. It is also equipped with an advanced radar system as well as an emergency ready medlab facility for rescue purposes and procedures. As they are cheap to produce and easy to maintain these vessels are commonly found protecting the more remote colony worlds of the United Nations Government.

Haruna Stealth Cruiser

Design and production beginning in 2013 the Haruna Class Cruisers are the one of the first design of the UN Spacy to emerge after Space War II. Built on the captured factory satellite the Haruna cruisers are heavily influenced by Zentraedi and Meltrandi designs, being something of a mixture of styles culminating in an overall aesthetically pleasing vessel. The ship itself is heavily armed with anti-warship missiles, but it lacks large numbers of anti-warship cannons for offensive or defensive purposes, it does however have three dual barrel particle beam cannons to assist in the ships defense. The Haruna cruisers are not intended for heavy starship combat, and certainly not intended to go head to head with the enormous Zentran and Meltran battleships, it can however defend itself adequately enough with the weapons it has. Its weapons are designed for defense, rather than offense, with the large numbers of anti-warship missile launchers sequestered in the booms on the side of the ship being the primary weapons system.

Heaven Cemetery Ship

Many of the colonists prefer to keep the tradition of burying their dead, and each colony fleet includes one Heaven Class Cemetery Ship. The Heaven ship is smaller than most other colony ships, and cannot dock with an Ark Royal. Instead, the underside of the Heaven ship has a docking mount for a Northampton Class Stealth Frigate.

Hollywood Amusement Ship

This particular colony ship is of a spherical design with a docking port for an Ark Royal Escort Carrier. Each Hollywood Ship is divided into three sections. The topmost section contains several amusement parks, arcades, restaurants, VR theatres, movie complexes, and almost any form of entertainment desired. The middle section contains the powerplant, systems controls and living quarters for the 200,000+ permanent residents. The lower section contains a multitude of sound stages, recording studios, prop storage, computer sets for 2D and 3D rendering and all other entertainment-related needs. The Hollywood also has a powerful communications relay for use with the Galaxy Network.

Iowa Provisions Supply Ship

No data found. I presume the Iowa class colony vessel is little more than a storehouse of nuclear fuel for the ships' reactors, raw materials, stored foodstuffs, hard to manufacture parts, and surplus equipment. Since such a supply ship would be vulnerable and necessary to a fleet, each Iowa supply ship would likely have an escort of 2 to 4 Clemenceau stealth carriers.

Macross Colonial Ship

This is the main vessel of the colony fleet; being a city containing 350,000+ colonists. The Macross Colonial Ship has a docking port for a New Macross Class Battle Carrier as the command center of the entire fleet. The Macross ship features a transparent dome to allow the colonists to view space as the night sky, and a powerful holographic system on the interior of the protective dome to create a daytime sky effect to give the colonists a day/night cycle. The city section is a little over 50 square kilometers and have residential sections, parks, shopping centers and most of the features found in permanent cities. Around the lower perimeter up to five additional "pods" can attach to provide additional living space, parks and other last minute additions; however, these additions are not protected by the protective shell. Many of these additions are similar to the slums of larger cities. Since 2030, there have been 14 Macross Colonial fleets launched (as of 2045).

Mark Twain River Boat Vessel

The Mark Twain casino ship is one of the smallest of the fleet, being only 300m in length and designed to look like a classic riverboat. The Mark Twain has no weapons, no docking port and no mecha compliment. This vessel provides no commodities to the fleet, and is nothing beyond a portable version of Las Vegas.

Neo Nupetiet Vergnitzs-bis

Only a handful of these vessels survived and were rebuilt after Space War I. They were refitted to accommodate micronian crew as well as macronian crew. These behemoths retain their vast array of weapons and each one carries close to five thousand mecha. The first Megaroad colonial fleet was escorted by a few of these, and one was part of the destroyed Macross 5 colonial fleet. The Neo Nupetiet Vergnitzs-bis has the addition of an external dorsal bridge to the fore with secondary bridge to the aft and additional antennae including two main dorsal antennae aft of bridge and one main ventral antenna.

New Macross Battle Carrier

The New Macross Carrier is an upgraded Ark Royal Carrier that was made to be transformable like the original Macross, and is the only ship in the fleet that is equipped with a heavy particle beam cannon. Like the Ark Royal, the New Macross carries over 32 squadrons of VF mecha and has several weapons systems. A new feature found on the Ark Royal Carrier is that the particle beam cannon is built as a separate gunship that becomes a “hand held” gunpod-like weapon that can be dropped/ejected in the event of an overload.

Northampton Class Stealth Frigate

The Northampton Stealth Frigate is currently the most common warship in use by the UN Spacy fleet. These vessels are designed for a variety of different missions, including escort, patrols, reconnaissance, and front-line combat duty. The frigates are fairly cheap to build and maintain compared to other warships such as the Ark Royal and New Macross battle carriers but still provide ample firepower and protection, as well as the ability to carry 4 full squadrons of VF mecha into combat. Northampton frigates are also the smallest warships equipped with advanced ECM and electronic warfare systems, thus leading to their designation as stealth frigates. The ships are a common part of every UN Spacy military and colonization fleet, and are also assigned to most frontier colony worlds in order to both provide protection from pirates and other external threats and to keep order among the colony's commercial shipping. Northampton frigates were first launched in 2028, and are still produced by most UN Spacy shipyards at a rate of several dozen per year.

Northampton Stealth Frigate Zentraedi Variant

This is a basic Northampton with some features redesigned with a Zentraedi flavor, giving it the more rounded “organic” look of original Zentraedi ships rather than the angular diamond profile of the original Northampton. This was the main escort vessel of the Macross 5 colonial fleet.

Prometheus Semi-Submersible Attack Carrier

Since their inception, Aircraft Carriers have ruled the seas. The Prometheus Class Semi-Submersible Attack Aircraft Carrier is no exception. The CVS-101 Prometheus, the first of this class had its keel laid down June 18th 2003, was commissioned December of 2005, and launched 21st September 2007. Utilizing the new technology derived from the investigations of the SDF-1 the Prometheus was designed with much greater tolerance

and capability than any previous aircraft carrier. To this date, the UN has been very happy with the performance of the Prometheus and has no desire to replace it. The Prometheus also sees a good deal of use on colony worlds. The Prometheus can dive to depths of 2.4 km and remain underwater for up to 14 months.

Riviera Marine Resort Vessel

The Riviera Resort Vessel is one of the most advanced civilian vessels ever designed for UN Spacy colony missions (outside of the *New Macross* city vessels). The colony ship is shaped like a giant spiral seashell and contains an artificial ocean surrounded by over 10 km of simulated beachfront property. The ocean provides the citizens of the colony fleet with a wide variety of water sports, including swimming, yachting, surfing, jet skiing, and trolling. Artificially generated waves of varying strengths produce areas of shoreline that are calm or choppy to suit the tastes of the vacationer, while the life support systems keep the temperature of the vessel at a pleasant summer temperature with a refreshing breeze rolling in off the water. The hotels and restaurants along the shoreline are regarded as the most luxurious in known space and are extremely popular among the colonists.

The Riviera also provides an essential function to the fleet by producing kelp, seaweed and various fish and seafood for the fleet. Because of the strict environmental requirements of the simulated ocean and the sea life contained within it, Riviera vessels have extremely advanced and fault-tolerant life support systems. The vessels are highly compartmentalized, and in the event of a hull breach or other damage large sections of the ship can be completely sealed off to prevent loss of environmental control in the intact areas. Each Riviera has an Ark Royal Escort Carrier docked to it.

SDF-1 Macross

This is the original Inspection Army Meltran gunship that crashed on South Ataria Island in 1999. The SDF-1 was rebuilt and reverse engineered over a period of almost 10 years, giving humanity a great deal of overtechnology to fight the Zentraedi fleet. After the destruction of Boddole Zer, the SDF-1 was repaired and had a good portion of the midsection rebuilt to be a command center for the newly founded New Unity Government stationed in Alaska.

During the course of Space War I, the SDF-1 went through several transitions. When the SDF-1 space folded out to Pluto, the space fold generator was lost and was never replaced. This caused the SDF-1 to lose a section of power conduits, forcing the crew to alter the ship into Storm Attacker configuration, or “battroid” form, to fire the main particle beam cannon. Later, when the SDF-1 crew finished rebuilding the omni-directional barrier, it overloaded, and from the lingering effect the scientists aboard the SDF-1 were able to develop the PPB system.

In 2012 the SDF-1 underwent a major overhaul, including the replacement of the Prometheus and Daedelus with a pair of ARMD carriers. The overhaul also removed the makeshift Phalanx torso mounts with a proper CIDS. The SDF-1 has not been transformed out of Storm Attacker configuration since the end of Space War I.

In 2040, the SDF-1 was taken over by rogue AI Sharon Apple. With the aid of Yang Neumann, Isamu Dyson was able to exploit a weak spot in the armor near the communications array on the bridge and end her control over Macross City (the weak

armor has been reinforced, and safeguards have been added to prevent another takeover since then).

In 2051, the SDF-1 is destroyed by the Earth defense grid when it was hijacked by terrorists. As shown in Macross Frontier (2059), the SDF-1 is apparently rebuilt.

Also as shown in Macross Frontier, additional Macross class vessels were built and sent with other early colonization fleets as well as some research fleets.

Sentinel Stealth Attack Carrier

The Sentinel Class Carrier is the newest and smallest addition to the UN Spacy Fleet, having only begun to be produced recently. Although this 114 meter Carrier is designated as a Stealth Attack Carrier is certainly not a front line combat vessel and is designed for Special Forces and reconnaissance missions where its speed and stealth are paramount to the completion of its mission. The Sentinel Carrier carries only a small complement of Variable Fighters for reconnaissance purposes, or Special Forces missions. These fighters are always stealth capable fighters, usually VF-19 Excalibur or VF-22 Sturmvogel, for Special Forces assignments; or VF-17 Nightmares for fleet reconnaissance. Only a handful of these vessels have been manufactured and assigned to specialist units, however the UN Spacy plans to put more into production in the near future.

Sunnyflower Agricultural Platform

The Sunnyflower Class Agricultural Platform is probably the second most essential part of the entire New Macross Class Colony Fleet. Where the Riviera vessels provide water, fish and recreational facilities, the Sunflower provides the food for the fleet's 1 million or more inhabitants. Without this essential platform the entire Fleet would starve to death within a few short weeks. The interior of the Sunflower platform resembles a giant greenhouse with various fruits and vegetables growing under the light filtering through the semi-transparent Dome. Animals are also kept within the confines of the platform for manure and fresh meat purposes.

The Sunnyflower has a docked Clemenceau carrier for control and protection. The second line of defense is the 14 shield sections that give the Agricultural Platform its name. In shell down mode the 14 shield sections are down and cause the platform to resemble a sunflower, which the ship is named after. In the event of an attack these sections immediately and swiftly come up to cover the semi-transparent dome of the vessel to encase it in a shield of armored plates.

Three Star Mobile Manufacturing Platform

The lower levels of the ship contain a complete refinery that can extract all necessary metals and raw materials from space debris such as asteroids and comets. These materials are then raised to the core of the starship, which contains a complete manufacturing facility based on technology recovered from the Protoculture factory satellite captured by the UN Spacy in October 2011. The automated factory can manufacture almost any component, from miniaturized microchips to complete mecha. The factory can even manufacture from scratch capital starships such as a New Macross battle carrier. However this process can take months depending on the complexity of the starship (a New Macross battle carrier will take almost a year to build from scratch while

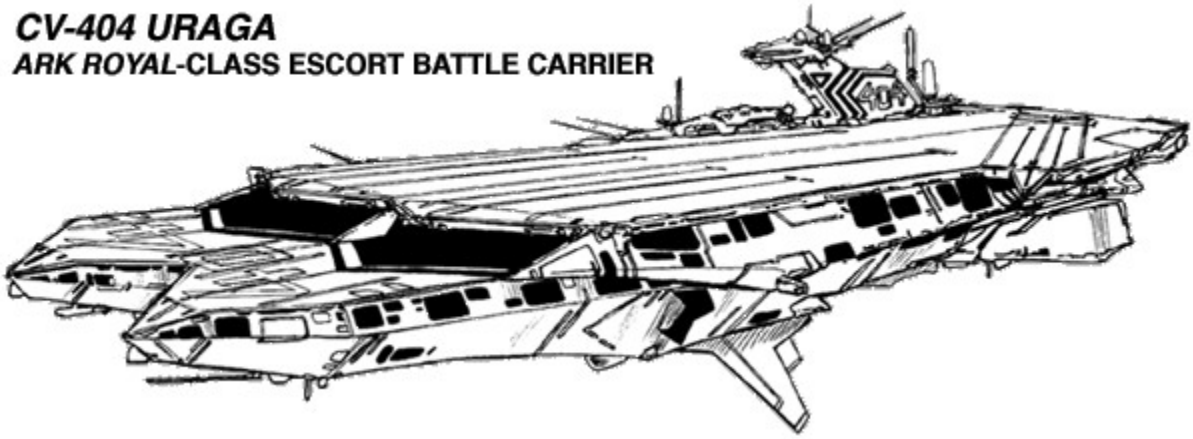
utilizing the complete resources of the platform during that time). The Three Star facility is of course capable of conducting routine repair and maintenance on starships as well to prolong their active lifespan. A large beam is mounted from the rear of the ship which serves as a dry-dock for starship repair, refit, and construction. The Three Star crew complement of the ship includes a trained engineering staff of over 1,000 along with the most advanced CADAM (computer-aided design and manufacturing) systems available to the UN Spacy. In addition Three Stars maintain constant contact with other colony missions as well as UN Spacy headquarters via the Galaxy Network communications net, allowing new designs to be quickly shared across the UN Spacy fleet as they are developed. This permits even the most distant colony missions to keep up to their mecha and equipment up to date.

The Three Star can build or repair up to 10,000 CP worth of materials per week, although no more than 1,000 CP may be allotted to any single mecha or ship. Thus the Three Star can build several VF-11 Thunderbolts, work repairs on a damaged Northampton and also produce armor and weapons for infantry all at once.

Capital Ships of the UN Government

Ark Royal Class Escort Carrier

COST: 775,972 CP
Manufacturer: OTEC Company/Three Star Heavy Industries/UN Spacy



HEIGHT: ?
WIDTH: ?
LENGTH: 1815m
WEIGHT: 2,500,000 tons
CREW: 89 officers, 1849 crewmen, 378 VF pilots, 60 soldiers/security

Hull Class: MegaHeavy
KILLS: 2200
ARMOR: SP 110
SPACES: 22

MA: 34 (Mach 3)
Turn: +11
Crew Grade: A (16+1d10)

System	Kills	Range
MW Communications	200	1500 km
AH Sensors	300	3000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Strike Missile (6)	F	700K	6,437,376	+1	90	U
Each missile takes 25K to destroy. Blast 15, Warm up 2						
Light Laser (24)	All	50K	123,597	+1	50	U
Missile Turret (12)	All	7K	1200	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
CIDS	All	10K	36	+1	--	U

Mecha/Shuttle Compliment

VF-11C	216
VF-11C Full Armor	24-48 can be upgraded
VA-3	24
VF-17	3

* This ship has an additional 24 VF-11C in storage, and can be readied in a few hours notice.

Optional Systems

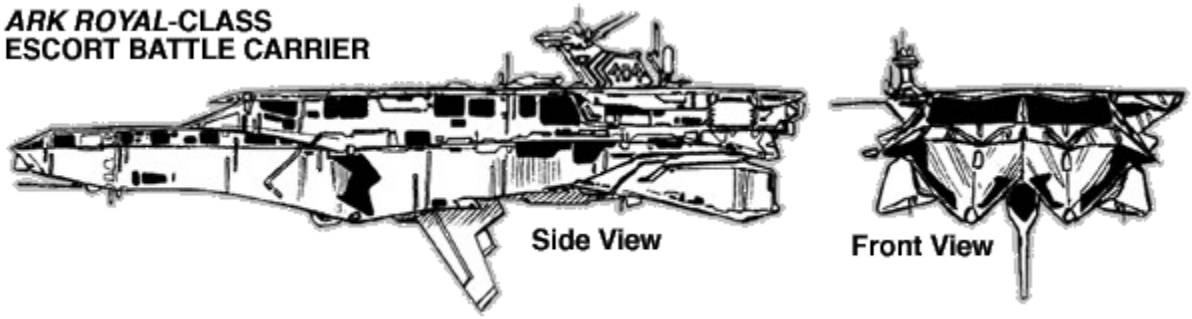
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (2,200 for 30 years)
Pinpoint Barrier System (medium), Antigravity Drive

Bays

Mecha: 2 bays (240 capacity)
Crew: 1 bay (12,100 capacity)
Cargo: 1 bays (6050 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: 1 bay (120 capacity)

Multipliers

Engines MA 34 (x1.1), Space Fold Generator (x1.0), Crew Grade A (x1.0), Passive Stealth (x0.2)



Programme: Designed primarily as an escort and command for the Macross Class colony ship. A few of these vessels have been used as flagships for galaxy patrol fleets.

Notes: The Ark Royal is listed with a weight of 250,000 tons, which does not give it enough spaces for everything. If you wish to use the official weight, multiply the ship's cost by x1.5 for making it weight efficient.

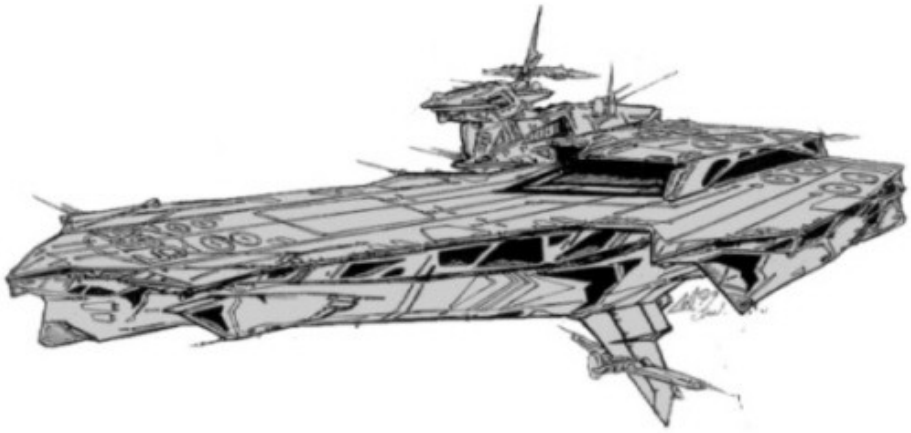
Notable Ships of Class:

CV-404 Uraga (launched 2036 as part of the *Macross 07*, docked to Riviera, destroyed 2046 by Protodeviln)
CV-406 Brampton (launched 2036 as part of the *Macross 07*, docked to Hollywood)
CV-412 Aberdeen (launched 2036 as part of the *Macross 07*, docked to Beginhill)
CV-417 Keflavik (launched 2036 as part of the *Macross 07*, docked to Einstein)

CVS-720 Fahrion (part of Macross Frontier fleet)
CVS-707 Velagulf (part of Macross Frontier fleet)
CVS-670 Rakayou (part of Macross Frontier fleet)
CVS-761 Vandeglift (part of Macross Frontier fleet)
Megellan (part of Macross Frontier fleet)
Keiga (part of Macross Frontier fleet)

Ark Royal Class Special Forces Carrier

COST: 602,398 CP
Manufacturer: OTEC Company/Three Star Heavy Industries/UN Spacy



HEIGHT: ?
WIDTH: ?
LENGTH: 1815m
WEIGHT: 2,500,000 tons
CREW: 89 officers, 1849 crewmen, 378 VF pilots, 60 soldiers/security

Hull Class: MegaHeavy
KILLS: 2200
ARMOR: SP 110
SPACES: 22

MA: 34 (Mach 3)
Turn: +11
Crew Grade: A (16+1d10)

System	Kills	Range
MW Communications	200	1500 km
AH Sensors	300	3000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Strike Missile (4)	F	700K	6,437,376	+1	90	U
Each missile takes 25K to destroy. Blast 15, Warm up 2						
Light Laser (18)	All	50K	123,597	+1	50	U
Missile Turret (8)	All	7K	1200	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
CIDS	All	10K	36	+1	--	U

Mecha/Shuttle Compliment

VF-11C	216
VF-11C Full Armor	24-48 can be upgraded

VA-3	24
VF-17	3
VF-19	2
VB-6	1

* This ship has an additional 24 VF-11C in storage, and can be readied in a few hours notice.

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (2,200 for 30 years) Pinpoint Barrier System (medium), Antigravity Drive

Bays
Mecha: 2 bays (240 capacity)
Crew: 1 bay (12,100 capacity)
Cargo: 1 bays (6050 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: 1 bay (120 capacity)

Multipliers
Engines MA 34 (x1.1), Space Fold Generator (x1.0), Crew Grade A (x1.0), Passive Stealth (x0.2)

Programme: The Ark Royal is listed with a weight of 250,000 tons, which does not give it enough spaces for everything. If you wish to use the official weight, multiply the ship's cost by x1.5 for making it weight efficient.

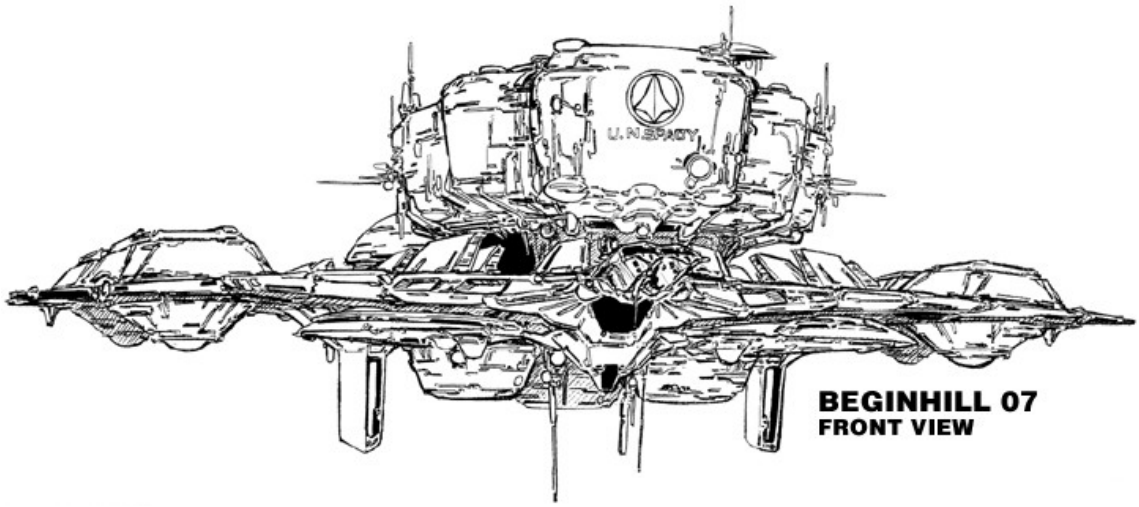
Variant of the standard Ark Royal designed for special operations.

Notable Ships of Class:

CV-565 ?? (command ship for the 727th Independent VF-X Unit (Raven) Alpha Team squadron)

Beginhill Macro-Training Vessel

COST: 498,765 CP
Manufacturer: OTEC Company /UN Spacy



HEIGHT: 5400m
WIDTH: ?
LENGTH: 2500m
WEIGHT: 110,150,000 tons

CREW: 50,000 total (3500 military crew, 500 civilian crew, 2000 instructors, average 40,000 trainees, 1000 military police, 3000 permanent civilian population)

Hull Class: MegaHeavy +
KILLS: 3270
ARMOR: SP 110
SPACES: 129

MA: 34 (Mach 3)
Turn: +11
Crew Grade: A (16+1d10)
Escort Vessel: Ark Royal Escort Carrier

System	Kills	Range
MW Communications	200	1500 km
AH Sensors	300	3000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
None						

Mecha/Shuttle Compliment

VF-11C	60

* These are for training purposes, and are armed with paint ammo and sensor weapons. They can be outfitted for battle in less than 2 hours.

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (250,000 for 20 years) Pinpoint Barrier System (heavy), Antigravity Drive, Holographic Day/Night System, Self Destruct

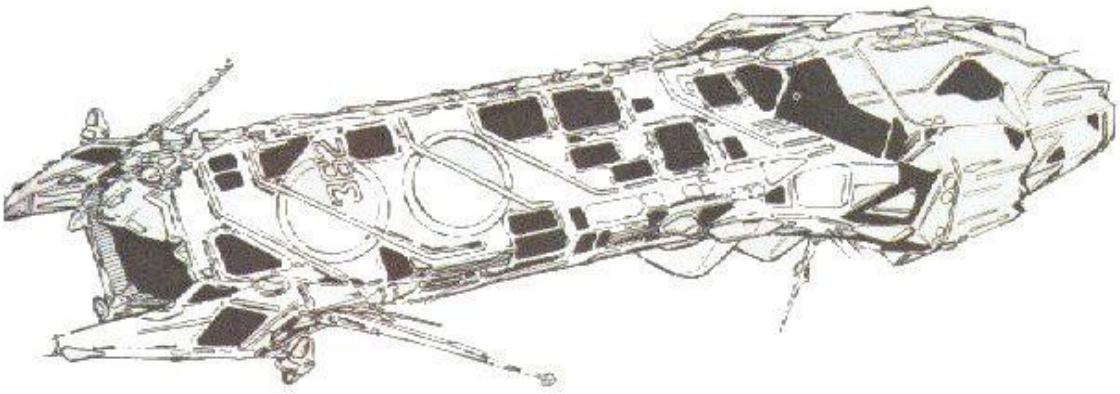
Bays
Mecha: 1 bay (120 capacity)
Crew: 5 bays (60,500 capacity)
Cargo: 5 bays (30,250 ton capacity)
Medical Bay: 1 bays (12,100 capacity)
Repair Bay: 1 bay (120 capacity)

Multipliers
Engines MA 34 (x1.1), Space Fold Generator (x1.0), Crew Grade A (x1.0)

Programme: Designed as a training facility to properly train new recruits while in deep space as well as to provide instruction on new tactics to existing personnel.

Clemenceau Class Stealth Carrier

COST: 582,470 CP
Manufacturer: OTEC Company/UN Spacy



HEIGHT: ?
WIDTH: ?
LENGTH: 400m
WEIGHT: 9,500 tons
CREW: 75 officers, 741 crewmen, 140 VF pilots, 30 soldiers/security

Hull Class: Light Heavy
KILLS: 1400
ARMOR: SP 70
SPACES: 14

MA: 34 (Mach 3)
Turn: +7
Crew Grade: A (16+1d10)

System	Kills	Range
MW Communications	200	1500 km
AH Sensors	300	3000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Strike Missile (2)	F	700K	6,437,376	+1	90	U
Each missile takes 25K to destroy. Blast 15, Warm up 2						
Heavy Laser Cannon (6)	F	200K	6,437,376	+1	200	U
Light Laser (10)	All	50K	123,597	+1	50	U
Missile Turret (4)	All	7K	1200	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
CIDS	All	10K	36	+1	--	U

Mecha/Shuttle Compliment

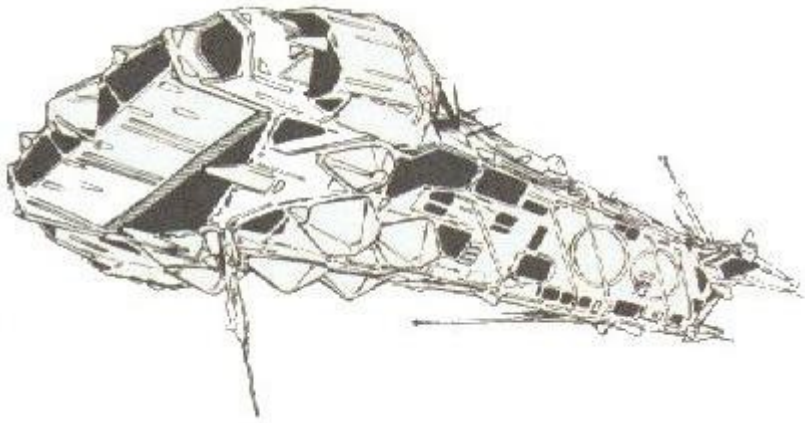
VF-11C	136
VA-14	12

*There is an additional 15 VF-11C in storage, and can be readied for use in a few hours.

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (2,000 for 30 years)
Pinpoint Barrier System (light), Self Destruct, Antigravity Drive

Bays
Mecha: 1 bays (120 capacity)
Crew: 1 bay (12,100 capacity)
Cargo: 1 bays (6050 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: 1 bay (120 capacity)

Multipliers
Engines MA 34 (x1.1), Space Fold Generator (x1.0), Crew Grade A (x1.0), Passive Stealth (x0.2)
Weight Efficiency 5 classes (x0.5)



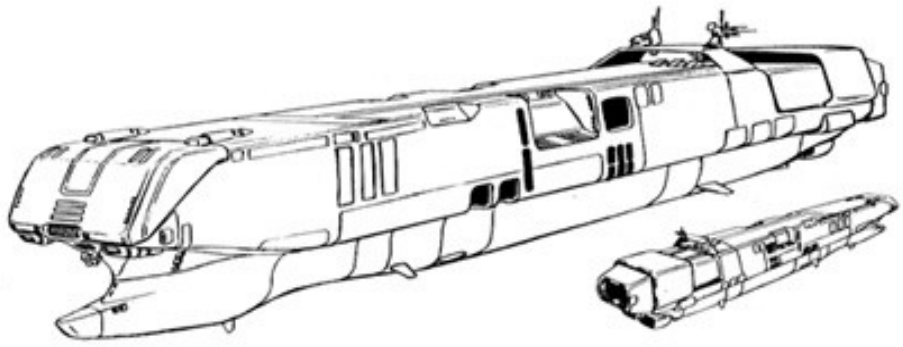
Programme: Designed as an upgrade of the dated ARMD platform.

Notable Ships of Class:

Guantanamo CV-299, launched as part of Macross 7 fleet docked with Sunnyflower
Maizuru CV/ARMD-362, launched as part of Macross 7 fleet
Mamoi CV-375, launched as part of Macross 7 fleet
Belleauwood CVR-699, Macross Frontier fleet
Clark 2 CVR-??, Macross Frontier fleet
Rakuyou CVR-670, Macross Frontier fleet
Kaga CVR-663, Macross Frontier fleet

Daedelus Class Semi-Submersible Landing Vessel

COST: 59,578 CP
Manufacturer: OTEC Company/Shinnakasu Heavy Industries/UN Spacy



HEIGHT: 130m
WIDTH: 122m
LENGTH: 488m
WEIGHT: 570,500 tons

CREW: 1,600 (28 Officers, 1,000 Crew, 572 Combat troops including Pilots)

Hull Class: Medium Heavy
KILLS: 1600
ARMOR: SP 60
SPACES: 16

MA: 5 (32 knots surface, 18 knots submerged)
Turn: +6
Crew Grade: A (16+1d10)

System	Kills	Range
SL Communications	50	3,000 km
STR Sensors	100	400 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Decuple Missile Rack (2)	All	12K	127^2	+2	15	6
Can fire volleys of 6 missiles at a time. 30 more per launcher in storage						
Multi-feed Missile (3)	All	*	*	*	20	4+4
* Sea Spray Missile: +1 WA, 20d10 Hits, Blast 50m, Range 70 km						
* Harpoon Missile: +2 WA, 30d10 Hits, AP, Long Range, Range 110 km						
20mm Vulcan Phalanx (3)	All	1K	32	+2	5	50
BV5, Anti-Missile, Ammo bin is 13K						
Torpedo Tubes (6)	All	50K	123,597	+2	30	10

Mecha/Shuttle Compliment

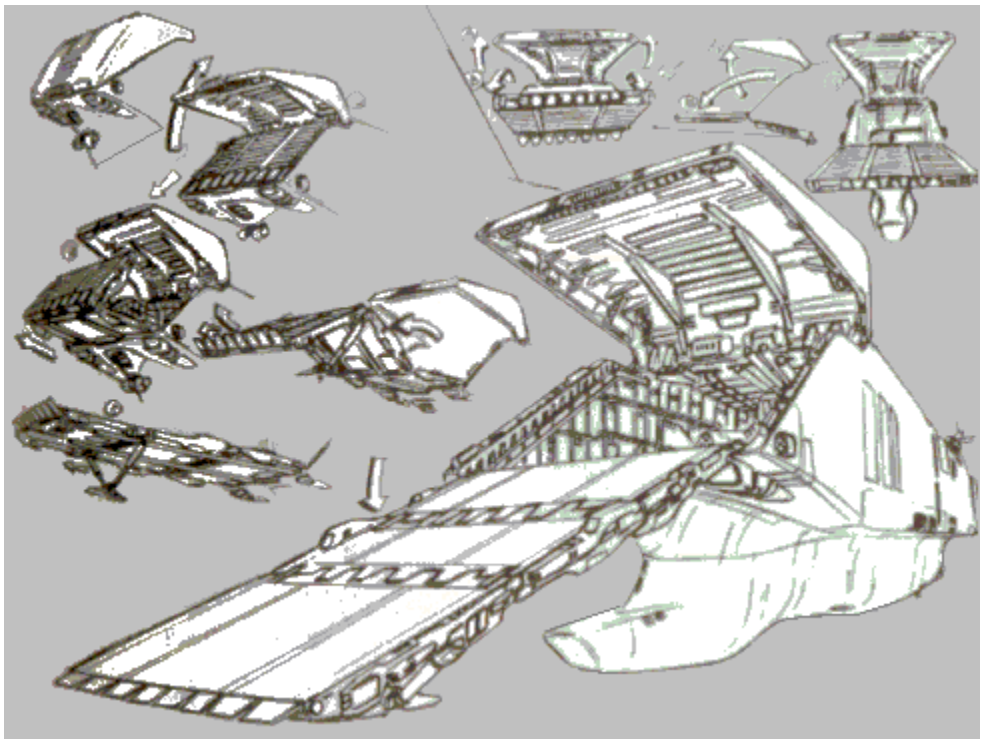
Tomahawk	32
Spartan	32
Defender	32
Phalanx	0
Monster	1
Comanchero Helicopter	8
Sea Sergeant Helicopter	8
LH-2000 Helicopter	12

* In later years, replace all VF and destroids with the current standard VF/destroid units.
* During the 2009 voyage, the Macross added 40 Defender, 20 Phalanx and 2 Monster.

Optional Systems
Self Destruct, Radio/Radar Jamming [ECM Sensor/Radar, Value 5, Radius 100]
Life Support (1500 for 1 year)

Bays
Mecha: 3 bays (195 capacity)
Crew: 1 bay (6400 capacity)
Cargo: 1 bay (3200 ton capacity)
Medical Bay: 1 bay (6400 capacity)
Repair Bay: none

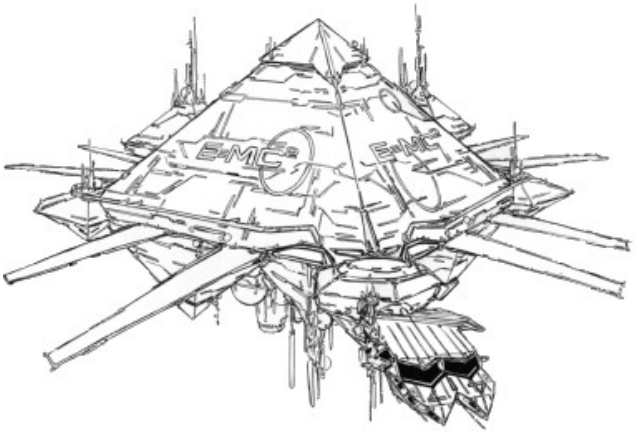
Multipliers
Engines MA 5 (-0.1), Environmentals [underwater, depth] (x0.1), Crew Quality A (x1.0)



Programme: Designed as a submergible armored transport for destroids and ground forces. The Daedelus has a mix of pre-OT and OT weaponry.

Einstein Class Research Vessel

COST: 7,065,284 CP
Manufacturer: OTEC Company/Three Star Heavy Industries/UN Spacy



HEIGHT: 1600m
WIDTH: ?
LENGTH: 1250m
Connection Dock: 215m
WEIGHT: 5,500,000,000 tons
CREW: 27,500 total, excluding tourists (1800 military crew, 25,500 civilian crew/scientists, 200 police/civil defense)

Hull Class: MegaHeavy +
KILLS: 4947
ARMOR: SP 110
SPACES: 2769

MA: 34 (Mach 3)
Crew Grade: A (16+1d10)
Escort Vessel: Ark Royal Escort Carrier

System	Kills	Range
MW Communications	200	1500 km
AH Sensors	300	3000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
None						

Mecha/Shuttle Compliment
None

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (400,000 for 30 years)
Pinpoint Barrier (heavy), Antigravity Drive, Holographic Day/Night System, Self Destruct
Advanced Sensors, Advanced Science Suites (+5 all scientific skill checks)
Internal Sub-compartmentalization (-3 on critical hit rolls)

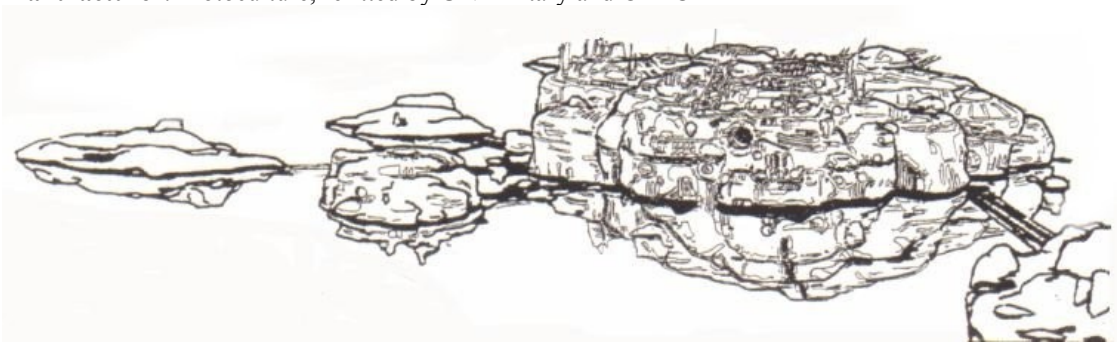
Bays
Mecha: 1 bay (120 capacity)
Crew: 40 bays (484,000 capacity)
Cargo: 50 bays (302,500 ton capacity)
Medical Bay: 5 bays (60,500 capacity)
Repair Bay: 1 bay (120 capacity)

Multipliers
Engines MA 34 (x1.1), Space Fold Generator (x1.0), Crew Grade A (x1.0), Weight Inefficient (x-0.2)

Programme: Designed for the purpose of investigating celestial and planetary phenomenon a given colony fleet may encounter. Works in tandem with the Three Star Mobile Manufacturing Platform for research and development of new technology. The Einstein is heavily compartmentalized internally, to prevent large scale catastrophes from chemical leaks or explosions.

Fully-Automated Armory Planet

COST: way too much
Manufacturer: Protoculture, refitted by UN military and OTEC



HEIGHT: 3000 km
Medium Pod: 2400 km
Small Pod: 1000 to 2000 km
WIDTH: 6000 km
Medium Pod: 2400 km
Small Pod: 1000 to 2000 km
LENGTH: 15,000 km overall
WEIGHT: ?
CREW: 750,000 civilian workers, 150,000 military

Hull Class: MegaHeavy+ (1:100 scale)
KILLS: 22,000 (main), 15,000 (medium), 10,000 (small)
ARMOR: SP 200 (all)
SPACES: 500 (main), 300 (medium), 200 (small)

MA: 34 (Mach 3)
Crew Grade: A (16+1d10)
Pods: Has 3 medium pods and 6 small pods

System	Kills	Range
SH Communications	200	3,000 km
MgH Sensors	500	8,000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Superheavy Laser (10,000)	All	500K	6,437,376	+1	500	U
Warm Up 1						
Strike Missile (1,000)	All	700K	6,437,376	+1	90	U
Each missile takes 25K to destroy. Blast 15, Warm up 2						
Light Laser (5,000)	All	50K	123,597	+1	50	U
Missile Turret (5,000)	All	12K	127^2	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
Torpedo Tube (30)	F	50K	123,597	+1	50	U
Each torpedo takes 8K to destroy. Blast 5.						
CIDS	All	10K	36	+1	--	U

Mecha/Shuttle Compliment

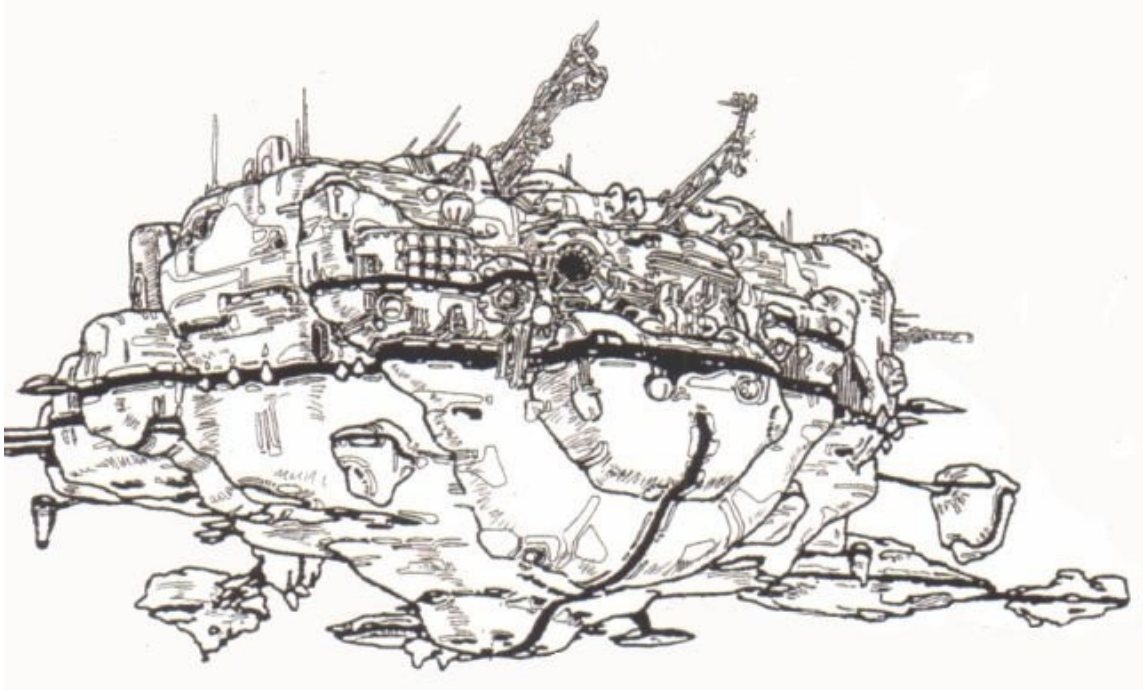
Variable Glaug	500
Queadlunn-Rau	1,000
Nousjadeul-Ger	800
Raulon-Ve	300
VF-11C	3,000
VF-17	120
VF-19	60

* These are only the units on active duty. There are hundreds of each type of current variable fighter and thousands of Glaug and Regult in storage. Assume the factory can mobilize double their numbers within a few hours notice and all of their mecha within a few days. The factory can hold up to 24,000 mecha at any given time.

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (millions for centuries)
Anti-Gravity System, Pinpoint Barrier System: Medium in each pod and Heavy in main pod
Cloning Facilities, Repair/Construction Bays

Bays
Mecha: 200 bays (24,000 capacity)
Crew: 100 bay (121,000 capacity)
Cargo: 100 bays (605,000 ton capacity)
Medical Bay: 10 bay (121,000 capacity)
Repair Bay: 50 bays (6000 capacity)

Multipliers
Space Fold (x1.0), Engines MA 34 (x1.1), Crew Grade A (x1.0)

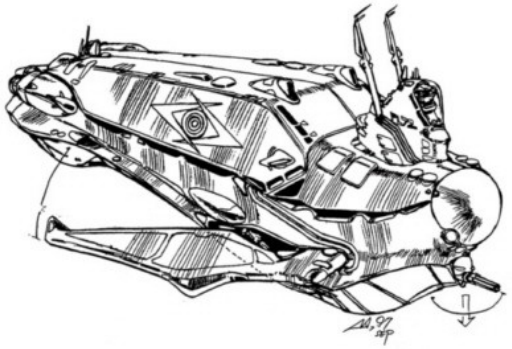


Construction/Repair Bays

The factory has hundreds of bays for building and repairing mecha and capital ships. Listed here are approximate construction times to build various mecha and ships from base components (note that these are simultaneously constructed). Each bay can produce approximately 2000 CP worth per day.

Item	Manufacture Time	Production Rate
Standard combat gear + sidearm	4 hours	200,000 per week
Standard mecha (VF-11C)	3 days	20,000 per week
Custom mecha (VF-11MAXL)	7 days	1,000 per week
Advanced mecha (VF-22)	14 days	200 per week
Small starship (Northampton)	2 months	3,000 per year
Large starship (Ark Royal)	6 months	1,000 per year
Variable starship (New Macross)	12 months	500 per year
Colony Vessel (Macross Class)	24 months	100 per year

Galaxy Patrol Ship



COST: 165,361 CP
Manufacturer: OTEC Company/UN Spacy

HEIGHT: 30.5m
WIDTH: 22.4m
LENGTH: 134m
WEIGHT: 750,000 tons
CREW: 76 total

Hull Class: Medium Heavy
KILLS: 1600
ARMOR: SP 80
SPACES: 16

MA: 28
Turn: +8
Crew Grade: A (16+1d10)

System	Kills	Range
SL Communications	200	3,000km
AH Sensors	300	3,000 km

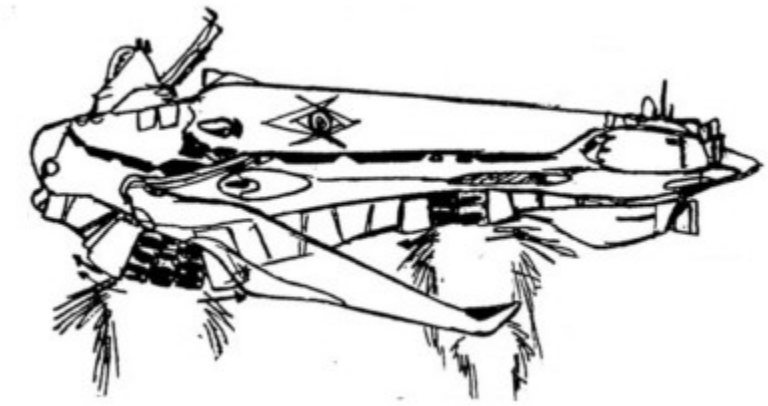
Weapon	Arc	DMG	Range	WA	Kills	Payload
Rail Cannon (1)	R	40K	3,200,000	+1	40	100
AP, BV3						
Medium Laser Cannon (2)	F	100K	250,000	+1	100	U
Missile Turret (2)	All	12K	127^2	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
CIDS	All	5K	24	+1	--	U

Mecha/Shuttle Compliment
None

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (100 for 20 years)
Pinpoint Barrier System (medium), Antigravity Drive

Bays
Mecha: none
Crew: 1 bay (12,100 capacity)
Cargo: 1 bays (6050 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: none

Multipliers
Engines MA 34 (x1.1), Space Fold Generator (x1.0), Crew Grade A (x1.0)



Programme: Designed for the purpose of short-range patrol near colonies and along primary trade routes.

Haruna Class Stealth Cruiser

COST: 984,425 CP
Manufacturer: OTEC Company/UN Spacy

HEIGHT: ?
WIDTH: ?
LENGTH: 350m
WEIGHT: 175,000 tons
CREW: 434 total (18 officers, 350 crew, 36 VF pilots, 30 soldiers)

Hull Class: Heavy Striker
KILLS: 1000
ARMOR: SP 60
SPACES: 10

MA: 34 (Mach 3)
Turn: +5
Crew Grade: A (16+1d10)

System	Kills	Range
MW Communications	200	1500 km
AH Sensors	300	3000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Superheavy Laser (3)	F	500K	6,437,376	+1	500	U
Warm Up 1						
Strike Missile (4)	F	700K	6,437,376	+1	90	6
Each missile takes 25K to destroy. Blast 15, Warm up 2						
Light Laser (16)	All	50K	123,597	+1	50	U
CIDS	All	10K	36	+1	--	U

Mecha/Shuttle Compliment

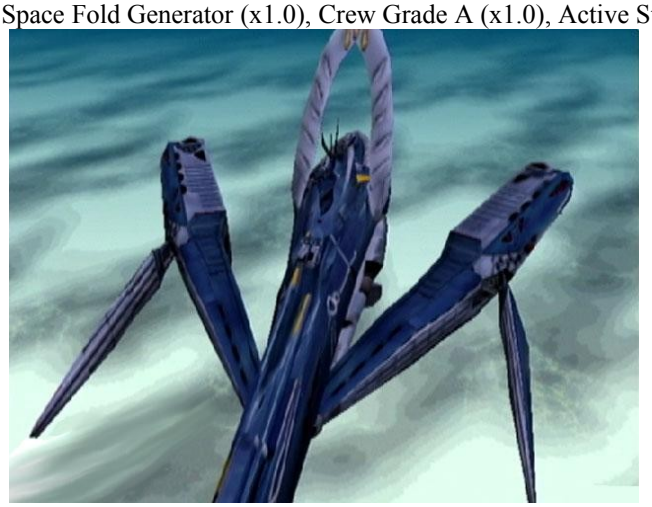
VF-4	36

*Replace the mecha with the appropriate VF of the time.

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (600 for 30 years)
Pinpoint Barrier System (medium), Self Destruct, Antigravity Drive

Bays
Mecha: 1 bays (120 capacity)
Crew: 1 bay (12,100 capacity)
Cargo: 1 bays (6050 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: 1 bay (120 capacity)

Multipliers
Engines MA 34 (x1.1), Space Fold Generator (x1.0), Crew Grade A (x1.0), Active Stealth (x1.3)



Programme: Designed as one of the first capital warships to be built by the captured automated armory satellite as a merging of human and Zentraedi technology.

Notes: The design of the VF rail launchers only allows it to launch 3 variable fighters per side per round.

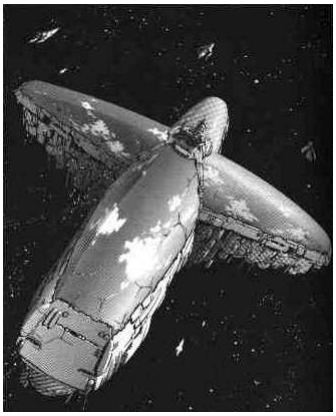
Notable Ships of Class:

Algenicus: Command Ship of the Dancing Skulls Special Forces Squadron commanded by Max and Miriya Jenius)
Red Moon: Commanded by Max Jenius and the birthplace of Mylene Jenius

Heaven Class Cemetery Ship

COST: 192,355 CP
Manufacturer: OTEC Company/Three Star Heavy Industries/UN Spacy

HEIGHT: ?
WIDTH: ?
LENGTH: ?
WEIGHT: 21,000,000 tons [unofficial estimate]
CREW: 7300 total, excluding tourists (1000 military crew, 3000 civilian crew, 300 police/civil defense, 3000 permanent civilian population)



Hull Class: MegaHeavy+
KILLS: 2380
ARMOR: SP 90
SPACES: 40

MA: 34 (Mach 3)
Turn: +11
Crew Grade: A (16+1d10)
Escort Vessel: Northampton Stealth Frigate

System	Kills	Range
MW Communications	200	1500 km
STR Sensors	100	100 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
None						

Mecha/Shuttle Compliment
None.

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (50,000 for 30 years) Pinpoint Barrier (Medium), Antigravity Drive, Holographic Day/Night System, Self Destruct

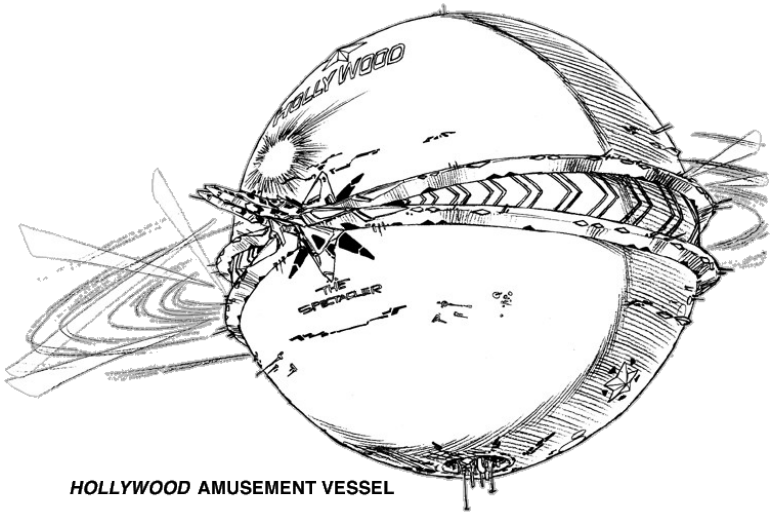
Bays
Mecha: 1 bay (120 capacity)
Crew: 1 bay (12,100 capacity) + 15 bays for cemetery plots (181,500 capacity)
Cargo: 3 bays (18,150 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: none

Multipliers
Engines MA 34 (x1.1), Space Fold Generator (x1.0), Crew Grade A (x1.0)

Programme: Designed for the purpose of traditional burial for those on a colony fleet who wish such services. There is little information about this ship, so all stats have been approximated.

Hollywood Class Amusement Ship

COST: 748,660 CP
Manufacturer: OTEC Company/Three Star Heavy Industries/UN Spacy



***HOLLYWOOD* AMUSEMENT VESSEL**

HEIGHT: 1800m
WIDTH: ?
LENGTH: 1650m
Connection Dock: 60m
WEIGHT: 177,000,000 tons
CREW: 212,500 total, excluding tourists (1500 military crew, 8000 civilian crew, 3000 police/civil defense, 200,000 permanent civilian population); can accommodate a maximum of 100,000 tourists

Hull Class: MegaHeavy +
KILLS: 3940
ARMOR: SP 110
SPACES: 196

MA: 34 (Mach 3)
Turn: +11
Crew Grade: A (16+1d10)
Escort Vessel: Ark Royal Escort Carrier

System	Kills	Range
MW Communications	200	1500 km
AH Sensors	300	3000 km

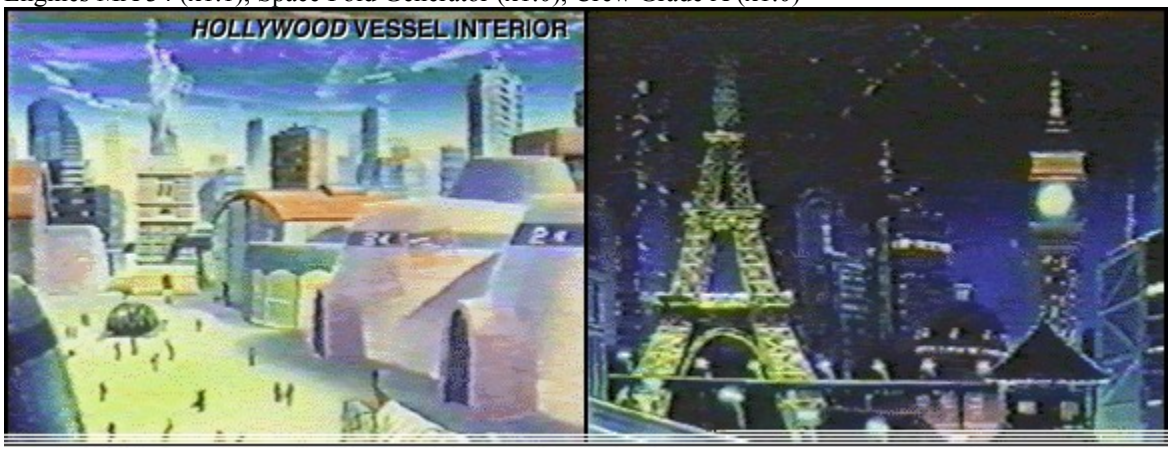
Weapon	Arc	DMG	Range	WA	Kills	Payload
None						

Mecha/Shuttle Compliment
None.

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (400,000 for 30 years)
Pinpoint Barrier (heavy), Antigravity Drive, Holographic Day/Night System
Entertainment & Recording Suites

Bays
Mecha: 1 bay (120 capacity)
Crew: 30 bays (363,000 capacity)
Cargo: 50 bays (302,500 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: 1 bay (120 capacity)

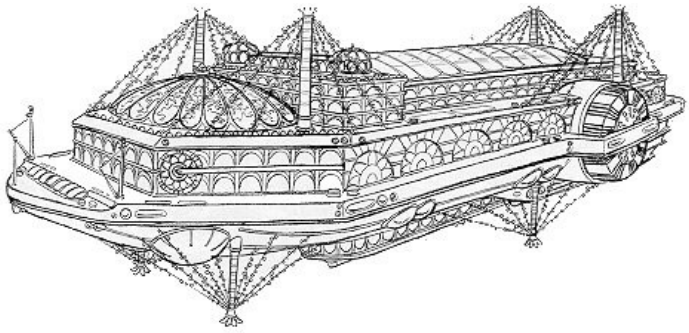
Multipliers
Engines MA 34 (x1.1), Space Fold Generator (x1.0), Crew Grade A (x1.0)



Programme: Designed to provide entertainment to long-range colony fleets with replicas of famous landmarks from before Space War I as well as all manner of electronic entertainment. It also serves a role in auxiliary communications for UN forces through their Galaxy Network connections.

Mark Twain Class "Riverboat" Resort Ship

COST: 50,530 CP
Manufacturer: OTEC Company/Three Star Heavy Industries/UN Spacy



HEIGHT: ?
WIDTH: ?
LENGTH: 300m
WEIGHT: ? tons
CREW: 100 crew, 50 police/security, 1100 passengers

Hull Class: Heavy Striker
KILLS: 1000
ARMOR: SP 60
SPACES: 10

MA: 34 (Mach 3)
Turn: +5
Crew Grade: A (16+1d10)

System	Kills	Range
MW Communications	200	1500 km
STR Sensors	100	100 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
None						

Mecha/Shuttle Compliment
None.

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (1500 for 30 years)
Pinpoint Barrier: Medium, Anti-Gravity System, Holographic Day/Night System

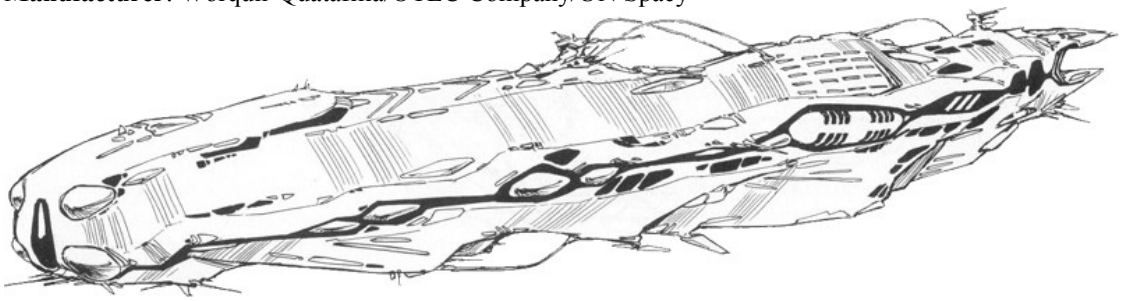
Bays
Mecha: 1 bay (25 capacity)
Crew: 1 bay (2500 capacity)
Cargo: 2 bays (2500 ton capacity)
Medical Bay: 1 bays (2500 capacity)
Repair Bay: none

Multipliers
Engines MA 34 (x1.1), Space Fold Generator (x1.0), Crew Grade A (x1.0)

Programme: Designed for adult entertainment during long voyages; provides many forms of gambling, risqué shows and a suite of high class hotels.

Neo Nupetiet Vergnitzs-bis

COST: 4,645,415 CP
Manufacturer: Worquli-Quatafilla/OTEC Company/UN Spacy



HEIGHT: ?
WIDTH: ?
LENGTH: 5730m
WEIGHT: 180,000,000 tons
CREW: 8979 total (125 officers, 3000 crew, 684 VF pilots, 150 reserve VF pilots, 4020 Zentraedi pilots, 1000 soldiers)

Hull Class: MegaHeavy +
KILLS: 3195
ARMOR: SP 110
SPACES: 199 + 155

MA: 34
Turn: +11
Crew: Grade A (16 + 1d10)

System	Kills	Range
MW Communications	200	1500 km
AH Sensors	300	3000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Heavy Particle Cannon	FF	5000K	6,437,376	+3	2000	U
Wide Beam (33 hex), Ultra-Beam, Warm-up 3, Clip 5						
Superheavy Laser (20)	F	500K	6,437,376	+1	500	U
Warm Up 1						
Particle Beam (60)	S	50K	123,597	+1	50	U
Light Laser (60)	S	50K	123,597	+1	50	U
Missile Turret (100)	All	12K	127^2	+1	50	36
Long Range, Blast 2, Fires volleys of up to 6 per launcher						
Torpedo Tube (60)	F	50K	123,597	+1	50	U
Each torpedo takes 8K to destroy. Blast 5.						
CIDS	All	10K	36	+1	-	U

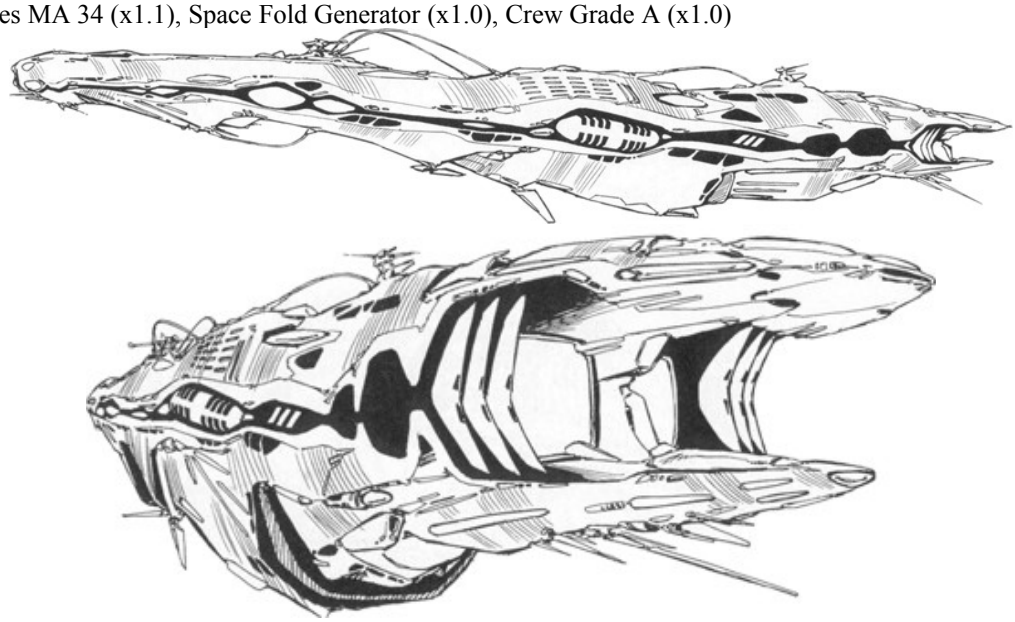
Mecha/Shuttle Compliment	
VF-11C	600
VA-3 or VA-14	60
VF-19	24
Neo Regult	3000
Neo Glaug	50
Neo Glaug Armored Sled	20

Neo Raulon-Ve	200
Neo Nousjadeul-Ger	300
Queadlunn-Rau	450
Quel-Quallie	6
Recovery Pods	4
Reentry Pods	12
Shuttlecraft	6

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (10,000 for 20 years)
Pinpoint Barrier System (heavy), Antigravity Drive

Bays
Mecha: 227 (27,240 capacity)
Crew: 4 (48,400 capacity)
Cargo: 10 (60,500 ton capacity)
Medical Bay: 1 (12,100 capacity)
Repair Bay: 2 (240 capacity)

Multipliers
Engines MA 34 (x1.1), Space Fold Generator (x1.0), Crew Grade A (x1.0)



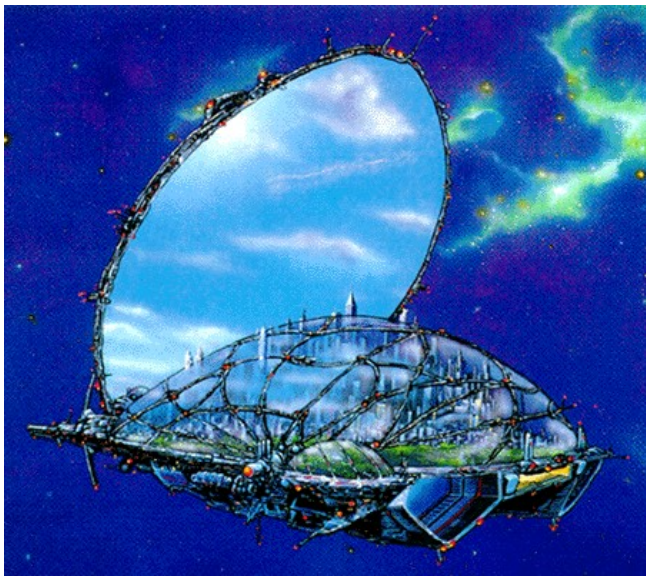
Programme: The Neo Nupetiet Vergnitzs-bis Class Battleship is the largest ship in the UN Spacy Fleet at over 5.7 km long it dwarves even the New Macross Class Carriers. Originally Zentraedi Nupetiet Vergnitzs-bis Class Battleships, only a handful of these behemoths exist as the majority were destroyed in the battle against Boddole Zer. Those that remained after the conflict where inducted into the UN Spacy Fleet and underwent refitting to accommodate micronians into their crews.

Vrlitwhai Kridonak's Flagship was the first of the battleships to undergo refitting and introduction and became the first ship of the new UN Spacy Fleet. Several of this class of ship left with the Megaroad-01, as have others with other Fleets. One such ship accompanied the ill fated Macross-05 Fleet and was destroyed on the ground by the Varauta.

Notes: The stats I found list this as 1,800,000 tons (approximately 1% of the weight of the original). Even with the better technology of the New Unity Government and OTEC, I doubt they could sheer that much mass off (not to mention it leaves no room for the required bays and systems). I am assuming this mass to be a typo.

New Macross Class Colony Ship [1st Generation]

COST: 21,359,340 CP
Manufacturer: OTEC Company/Three Star Heavy Industries/UN Spacy



HEIGHT: ?
WIDTH: 220m
LENGTH: 58,000m total
Docking Section: 800m
WEIGHT: 7,777,770,000 tons
CREW: 10,500 crew and soldiers, 350,000 colonists

Hull Class: MegaHeavy +
KILLS: 59,940
ARMOR: SP 110
SPACES: 7796
Projectile Shield: 20,000 Kills with SP 110 Beta armor (DC 40)

MA: 22 (Mach 1)
Crew Grade: A (16+1d10)
Escort Vessel: New Macross Variable Carrier

System	Kills	Range
MW Communications	200	1500 km
AH Sensors	300	3000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
None						

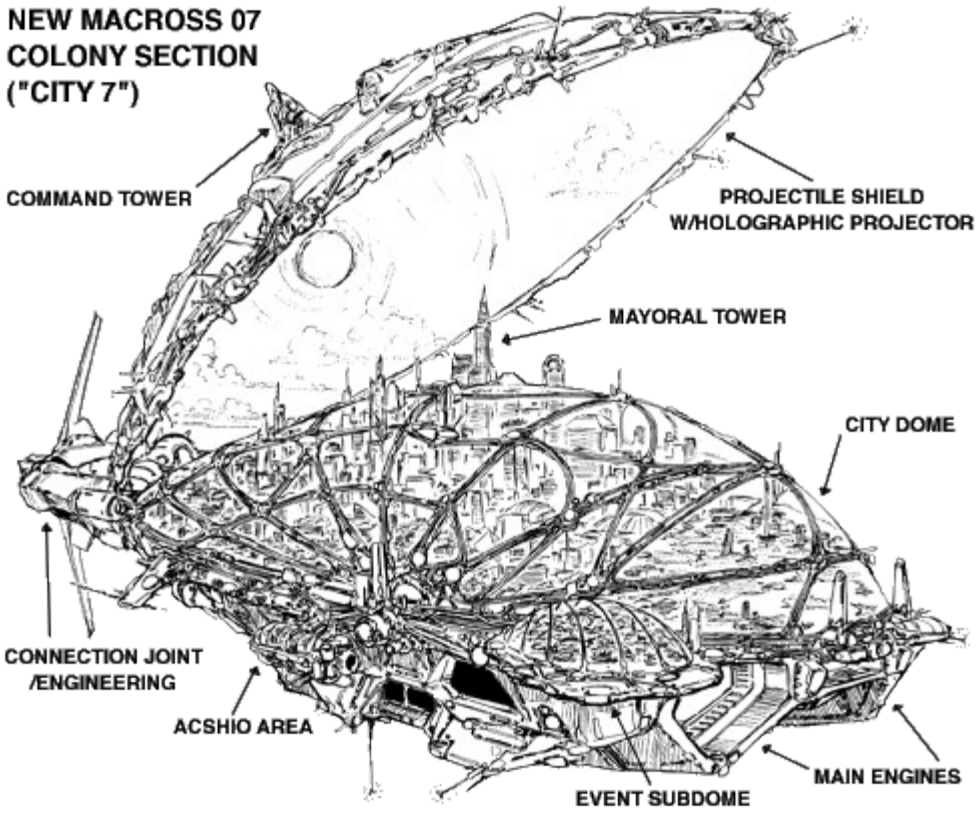
Mecha/Shuttle Compliment

Variable Air Mecha	30
Variable Space Mecha	30
Variable Ground Mecha	60

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (400,000 for 30 years) Pinpoint Barrier (heavy), Antigravity Drive, Expansion Docking Ports (6), Self Destruct Holographic Day/Night System

Bays
Mecha: 1 bay (120 capacity)
Crew: 40 bays (484,000 capacity)
Cargo: 50 bays (302,500 ton capacity)
Medical Bay: 5 bays (60,500 capacity)
Repair Bay: 1 bay (120 capacity)

Multipliers
Engines MA 22 (x0.6), Space Fold Generator (x1.0), Crew Grade A (x1.0)



Programme: Designed as the new generation long-range colony ship, replacing the Megaroad in 2030. Features interior climate control, artificial day/night cycle, parks and a full range of urban lifestyle. The New Macross colonies can have up to 6 external domes connected to them which provide additional space for people and supplies. The disadvantage of these domes is that they are not protected by the city's projectile shield, even when the shield is fully closed. Most of the time these domes are used for parks and/or agriculture, though they are sometimes used to hold extra settlers. Such external habitats usually become run-down quickly as they are not patrolled and maintained as frequently as the internal city is. The Acshio section of City 7 is an example of such a module.

New Macross Class Colony Ship [5th Generation]

COST: 31,263,130 CP (57,468 CP per Island)
Manufacturer: OTEC Company/Three Star Heavy Industries/UN Spacy

Battle 25 highlighted

HEIGHT: 2000m
WIDTH: 550m [?]
Islands: 3,000m diameter
LENGTH: 15,000m total
Docking Section: ?m
Islands: 8,000m
WEIGHT: 16,550,000,000 tons
CREW: 10,500 crew and soldiers, 5,000,000 colonists and another 5,000,000 colonists on the island chains

Hull Class: MegaHeavy +
KILLS: 167,670
4500 for Islands
ARMOR: SP 110
SP 100 for Islands
SPACES: 16,479
500 for Islands
Projectile Shield: 160,000 Kills with SP 110 Beta armor (DC 400)
1000 Kills with SP 100 Beta armor for Islands

MA: 22 (Mach 1)
Crew Grade: A (16+1d10)
Escort Vessel: New Macross Variable Carrier

System	Kills	Range
MS Communications	100	10,000km
AH Sensors (excessive)	700	300,000 km

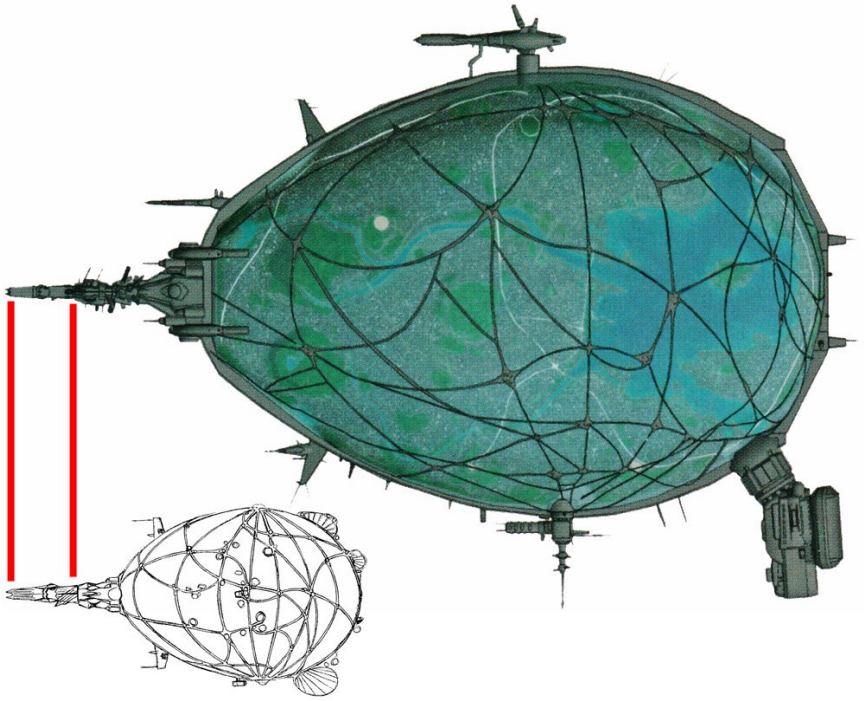
Weapon	Arc	DMG	Range	WA	Kills	Payload
None						

Mecha/Shuttle Compliment
?

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (7,000,000 for 50 years)
Omnidirectional Barrier, Antigravity Drive, Expansion Docking Ports (6), Self Destruct
Holographic Day/Night System, Advanced Biosphere

Bays
Mecha: 1 bay (120 capacity)
Crew: 420 bays (5,082,000 capacity)
Cargo: 300 bays (1,815,000 ton capacity)
Medical Bay: 5 bays (60,500 capacity)
Repair Bay: 1 bay (120 capacity)

Multipliers
Engines MA 22 (x0.6), Space Fold Generator (x1.0), Crew Grade A (x1.0)



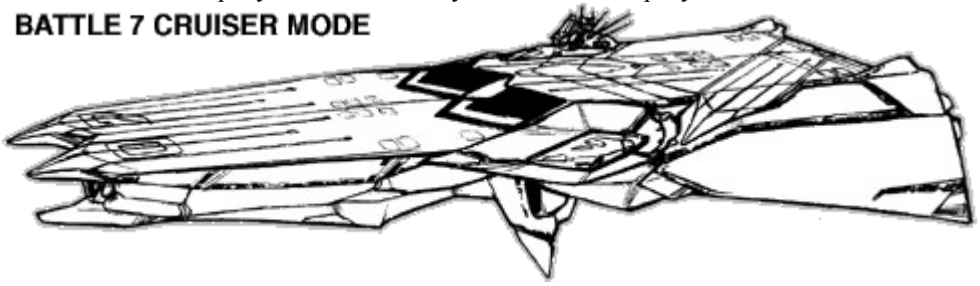
Macross F vs. Macross 7

Programme: The enormous Macross Frontier colony fleet consists of the Battle 25 attached to the front of the massive Island 1 some 15 kilometers long (much larger than City 7, which was some 6 kilometers in length). Nearly half of the 10 million residents of the Macross Frontier fleet reside in Island 1 under a dome some 2,000 meters in altitude. The ground levels feature metro areas, hills, rivers, and oceans. Sky city is located on the ceiling of the dome while there are several levels underground with residential zones and storage space, gravity generators, propulsion systems, and so on. The shell remains up normally but is closed during battles and space folds. A large cluster of other, smaller domed Islands are also attached directly to the Macross Frontier in two large chains trailing behind the Island 1. Island 3 is noted to contain an agricultural area, the Zentraedi mall Formo and an alien lifeform laboratory. In times of crisis, the individual Islands have defensive shutters that envelope the dome to protect those inside. The city is designed to be a meshing of San Francisco and Shibuya.

Notes: The only weight listing I have found was 16,550,000 which puts it weighing *less* than the Macross 7. I adjusted the weight up to 16,550,000,000.

New Macross Class Super-Dimensional Carrier

COST: 1,439,460 CP
Manufacturer: OTEC Company/Three Star Heavy Industries/UN Spacy



HEIGHT: 1710m in storm attacker mode
WIDTH: ?
LENGTH: 1510m in cruiser mode
WEIGHT: 7,700,00 tons
CREW: 104 officers, 2165 crewmen, 450 VF pilots, 60 soldiers/security

Hull Class: MegaHeavy+
KILLS: 2200 (500 for gunship)
ARMOR: SP 110, Alpha Class (SP 80 for gunship)
SPACES: 25 + 80

Storm Attacker Mode
Torso: 600K
Arms: 300K each, plus a 200K "shield" of Beta Class armor (SP 110, DC 40, DV-0)
Legs: 500K each

MA: 34 (Mach 3)
Turn: +11
Crew Grade: A (16+1d10)

System	Kills	Range
MW Communications	200	1500 km
AH Sensors	300	3000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Heavy Particle Cannon	FF	5000K	6,437,376	+3	2000	U
Wide Beam (33 hex), Ultra-Beam, Warm-up 3, Clip 5						
Rail Cannon (4)	All	120K	6,437,376	+1	120	U
AP						
Strike Missile (8)	F	700K	6,437,376	+1	90	U
Each missile takes 25K to destroy. Blast 15, Warm up 2						
Light Laser (30)	All	50K	123,597	+1	50	U
Missile Turret (12)	All	12K	127^2	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
CIDS	All	10K	36	+1	--	U

Mecha/Shuttle Compliment

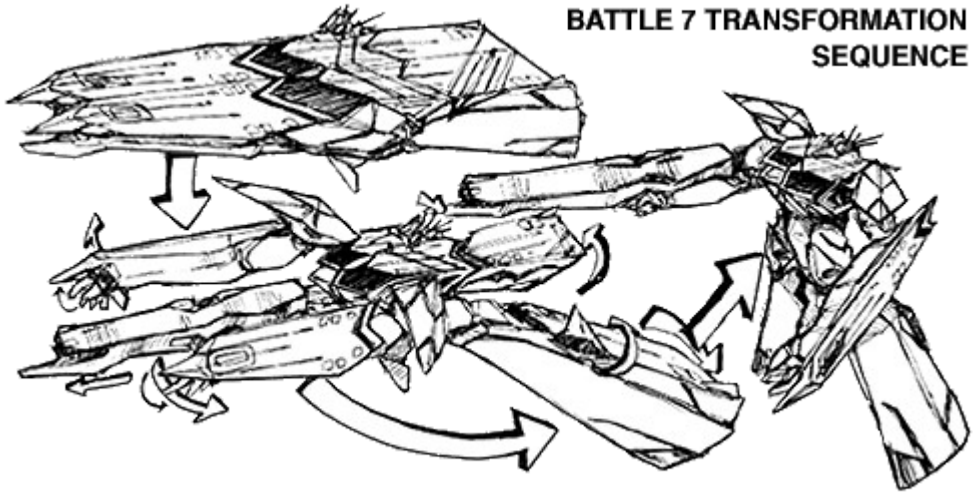
VF-11C	336
VF-11C Full Armor	24
VF-14 or VA-14	24
VF-17	3
VF-19	3
SB-10 Starwing	10
Heavy VTOL	6
Multi-purpose VTOL	12
Shuttles	12
Conserax Probe	30

* This ship has an additional 60 VF-11C and 3 VF-17 in storage, and can be readied in a few hours notice.

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (2,000 for 30 years)
Pinpoint Barrier System (heavy), Hypervelocity Launcher, Antigravity Drive

Bays
Mecha: 4 bays (480 capacity)
Crew: 1 bay (12,100 capacity)
Cargo: 2 bays (12,100 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: 1 bay (120 capacity)

Multipliers
Engines MA 34 (x1.1), Space Fold Generator (x1.0), Crew Grade A (x1.0), Transformable (x0.4)



Programme: Designed primarily as an escort and command for the Macross Class colony ship. A few of these vessels have been used as flagships for galaxy patrol fleets.

Notes: In carrier mode, the flight decks are the arm shields, and are covered in Beta class armor (DC 40). Next Age variation starts with the 12th Macross Colonial Fleet [?], and is largely cosmetic in nature.

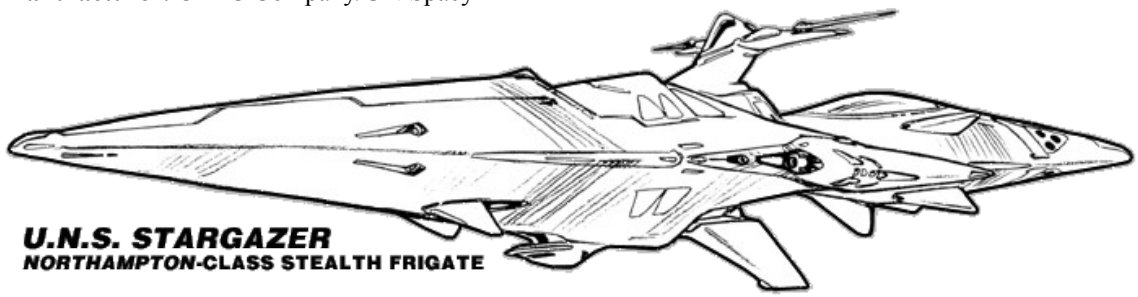
Notable Ships of Class:

New Macross 05 (launched 2036, destroyed 2045 by Varauta forces)
*New Macross 07** (launched 2038, battle section destroyed 2046 by Protodeviln Gepernich)
New Macross13 (Next Age Carrier commandeered by the Black Rainbow Terrorist group & modified with a Sound Jamming System to be used against the UN Spacy in an uprising against the UNG.)
New Macross 21 (launched in 2031, destroyed over the Vajra homeworld in 2059)
New Macross 25 (launched in 2041, landed on Vajra homeworld in 2059)

* This particular vessel was upgraded to have a second hypervelocity launcher for the sound booster units. During the last battle against the Protodeviln, the main particle cannon was converted into the sound buster cannon. This ship was destroyed, but eventually rebuilt with the secondary launcher, but with a normal cannon.

Northampton Class Stealth Frigate

COST: 642,136 CP
Manufacturer: OTEC Company/UN Spacy



HEIGHT: ?
WIDTH: ?
LENGTH: 250m
WEIGHT: 160,000 tons
CREW: 44 officers, 257 crewmen, 36 VF pilots, 8 soldiers/security

Hull Class: Heavy Striker
KILLS: 975
ARMOR: SP 70
SPACES: 15

MA: 34 (Mach 3)
Turn: +5
Crew Grade: A (16+1d10)

System	Kills	Range
MW Communications	200	1500 km
AH Sensors	300	3000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Superheavy Laser (2)	FF	500K	6,437,376	+1	500	U
Warm Up 1						
Strike Missile (2)	F	700K	6,437,376	+1	90	U
Each missile takes 25K to destroy. Blast 15, Warm up 2						
Heavy Laser Cannon (1)	F	200K	6,437,376	+1	200	U
Light Laser (12)	All	50K	123,597	+1	50	U
Missile Turret (6)	All	7K	1200	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
CIDS	All	10K	36	+1	--	U

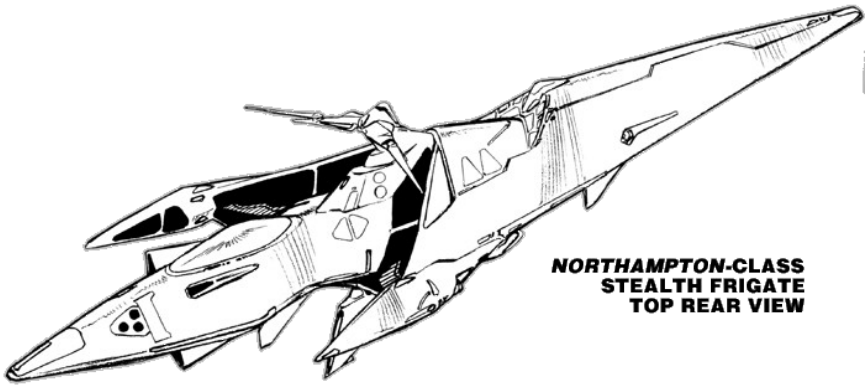
Mecha/Shuttle Compliment

VF-11C	28
VF-17	4
VF-19	4
VF-22	1

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (2,000 for 30 years)
Pinpoint Barrier System (medium), Self Destruct, Antigravity Drive, Extra Space (x5)

Bays
Mecha: 1 bays (120 capacity)
Crew: 1 bay (12,100 capacity)
Cargo: 1 bays (6050 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: 1 bay (120 capacity)

Multipliers
Engines MA 34 (x1.1), Space Fold Generator (x1.0), Crew Grade A (x1.0), Passive Stealth (x0.2)



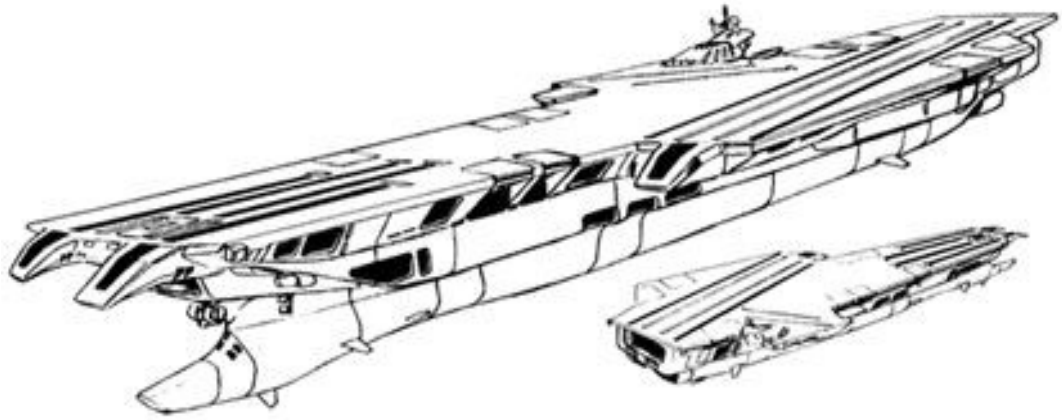
Programme: Designed as a multi-purpose fast vessel capable of escort, scouting, patrol, and front-line combat.

Notable Ships of Class:

Bluenose (launched 2036 as part of the *Macross 07* colony fleet)
Bolognese (launched 2036 as part of the *Macross 07* colony fleet)
Bolognese 003 (launched 2036 as part of the *Macross 07* colony fleet)
Bolognese 005 (launched 2036 as part of the *Macross 07* colony fleet)
Bolognese 006 (launched 2036 as part of the *Macross 07* colony fleet)
Carla 009 (launched 2036 as part of the *Macross 07* colony fleet)
Lucy (launched 2036 as part of the *Macross 07* colony fleet)
Stargazer (launched 2036 as part of the *Macross 07* colony fleet, regarded as the fastest ship of the fleet, destroyed 2046 by Protodeviln during Operation Stargazer)
Glendale FFM-805 (launched 2041 as part of the *Macross Frontier* colony fleet)
Amagi FFM-860 (launched 2041 as part of the *Macross Frontier* colony fleet)
Century FFM-796 (launched 2041 as part of the *Macross Frontier* colony fleet)
Eden FFM-810 (launched 2041 as part of the *Macross Frontier* colony fleet)
Arc Broom FFM-832 (launched 2041 as part of the *Macross Frontier* colony fleet)
Furious (launched 2041 as part of the *Macross Frontier* colony fleet)
Bluewhale FFM-866 (launched 2041 as part of the *Macross Frontier* colony fleet)
Starline (launched 2041 as part of the *Macross Frontier* colony fleet)

Prometheus Class Semi-Submersible Aircraft Carrier

COST: 87,764 [+4,911,616 for Falcon Sprint Missiles]
Manufacturer: OTEC Company/Shinnakasu Heavy Industries/UN Spacy



HEIGHT: 120m
WIDTH: 156m
LENGTH: 512m
WEIGHT: 511,280 tons

CREW: 1,500 (30 Officers, 1,300 Crew, 170 Combat troops including Pilots)

Hull Class: Medium Heavy
KILLS: 1600
ARMOR: SP 60
SPACES: 16

MA: 5 (35 knots)
Turn: +8
Crew Grade: A (16 + 1d10)

System	Kills	Range
MW Communications	200	1500 km
SL Communications	100	3000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Decuple Missile Rack (3)	All	12K	127^2	+2	15	6
Can fire volleys of 6 missiles at a time. 30 more per launcher in storage						
Falcon Sprint Missile (4)	All	*	192	+3	20	8
24 missiles per launcher in storage. Nuclear, Blast 8						
* 20d10 Hits and Blast 50m at 10T; 30d10 Hits and Blast 100m at 50T; 40d10 Hits and Blast 150m at 100T, 50d10 Hits and Blast 250m at 150T; 60d10 Hits and Blast 300m at 200T; 70d10 hits and Blast 400m at 250T						
20mm Phalanx (4)	All	1K	32	+2	5	50
BV5, Anti-Missile, Ammo bin is 13K						
Torpedo Tubes (4)	All	50K	123,597	+2	30	10

Mecha/Shuttle Compliment

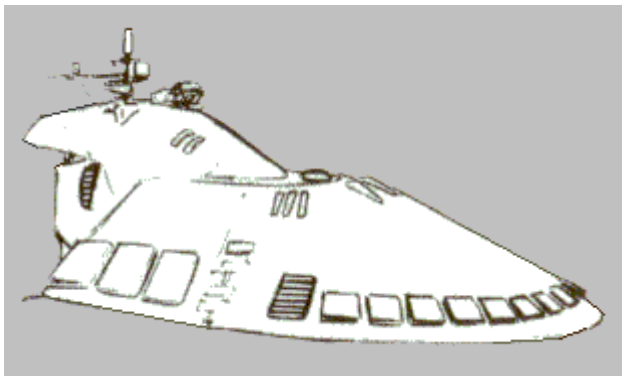
VF-1	50
Tomahawk	8
Spartan	8
Defender	16
Comanchero Helicopter	24
Sea Sergeant Helicopter	8
LH-2000 Helicopter	12

* In later years, replace all VF and destroids with the current standard VF unit.

Optional Systems
Radio/Radar Jamming [ECM Sensor/Radar, Value 5, Radius 100] , Life Support (1500 for 1 year)
Self Destruct

Bays
Mecha: 2 bays (130 capacity)
Crew: 1 bay (6400 capacity)
Cargo: 1 bay (3200 ton capacity)
Medical Bay: 1 bay (6400 capacity)
Repair Bay: none

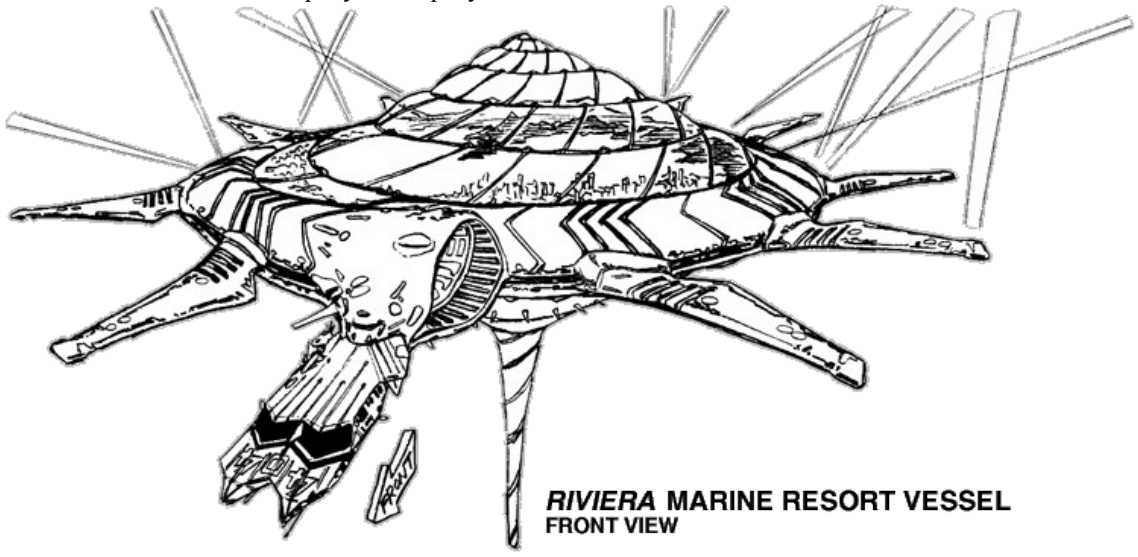
Multipliers
Crew Quality A (x1.0), Environmentals [underwater, depth] (x0.1), Engines MA 5 (-0.1)



Programme: Designed as semi-submersible aircraft carrier for naval operations.

Riviera Class Resort Ship

COST: 23,485,360 CP
Manufacturer: OTEC Company /UN Spacy



HEIGHT: ?
WIDTH: ?
LENGTH: 6300m
WEIGHT: 10,700,000,000 tons
CREW: 74,300 total, excluding tourists (1000 military crew, 3000 civilian crew, 300 police/civil defense, 70,000 permanent civilian population); can accommodate a maximum of 80,000 tourists

Hull Class: MegaHeavy +
KILLS: 55,670
ARMOR: SP 110
SPACES: 5369

MA: 34 (Mach 3)
Turn: +11
Crew Grade: A (16+1d10)
Escort Vessel: Ark Royal Escort Carrier

System	Kills	Range
MW Communications	200	1500 km

AH Sensors	300	3000 km

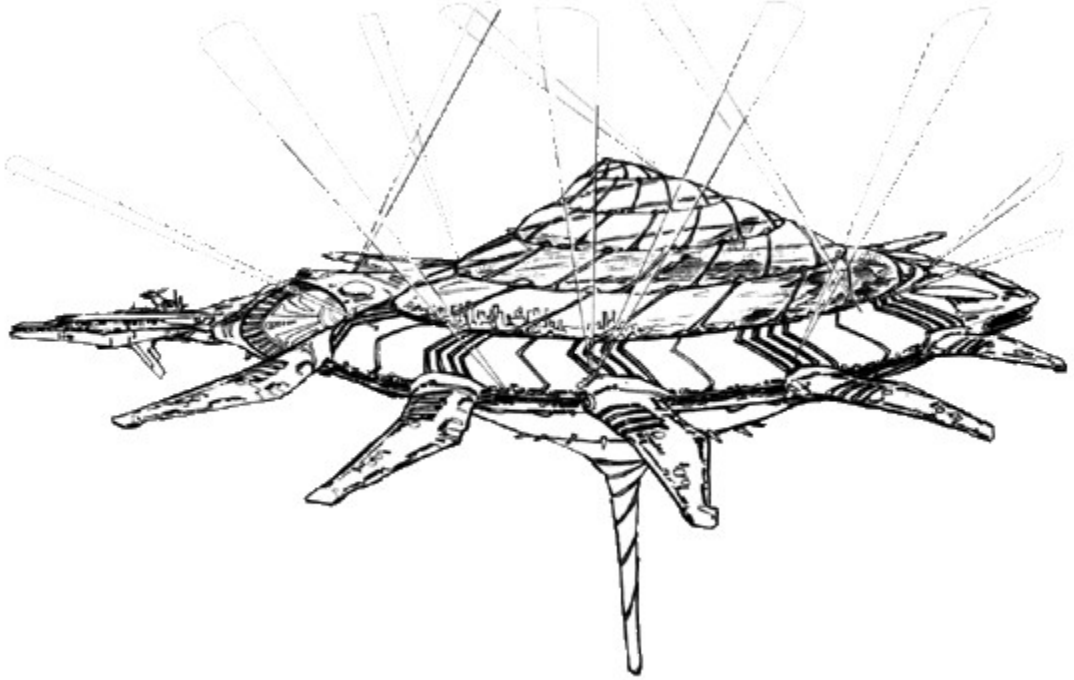
Weapon	Arc	DMG	Range	WA	Kills	Payload
None						

Mecha/Shuttle Compliment
None.

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (400,000 for 30 years)
Pinpoint Barrier (heavy), Antigravity Drive, Holographic Day/Night System, Self Destruct
Internal Sub-compartmentalization (-4 on critical hit rolls)

Bays
Mecha: 1 bay (120 capacity)
Crew: 40 bays (484,000 capacity)
Cargo: 50 bays (302,500 ton capacity)
Medical Bay: 5 bays (60,500 capacity)
Repair Bay: 1 bay (120 capacity)

Multipliers
Engines MA 34 (x1.1), Space Fold Generator (x1.0), Crew Grade A (x1.0), Weight Inefficient (x-0.2)



Programme: Designed as a long-range marine resort and research vessel as well as providing fresh seafood and kelp.

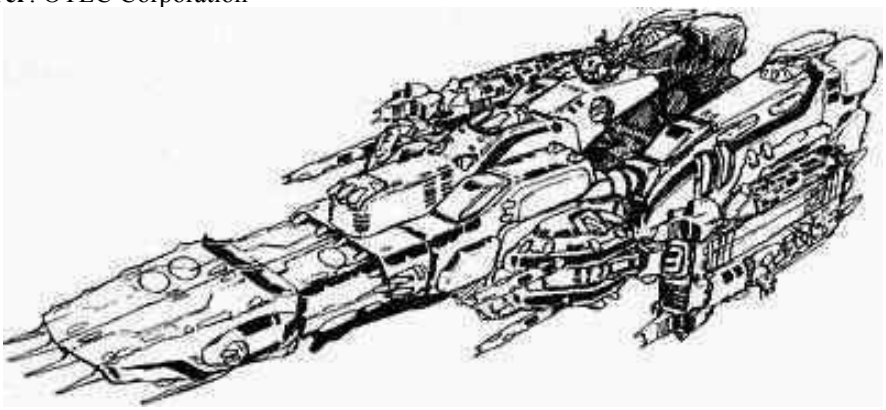
Notable Ships of Class:

Riviera 05 (launched 2034 as part of the *Macross 05* colony fleet. Captured and destroyed by the Varauta in 2045)

Riviera 07 (launched 2036 as part of the *Macross 07* colony fleet. Captured by Protodeviln in 2046 but recaptured by UN Spacy forces during the final battle of the UN Spacy/Varauta war)

SDF-1 Macross (2012 overhaul)

COST: 2,877,033 CP
Manufacturer: OTEC Corporation



HEIGHT: 312m
WIDTH: 600m
LENGTH: 1200m)
WEIGHT: 22,000,000 tons
CREW: 200,000 personnel and soldiers

Hull Class: MegaHeavy +
KILLS: 2700
ARMOR: SP 100
SPACES: 51

MA: 28 (Mach 2)
Turn: +11
Crew Quality: A (16+1d10)

System	**Kills**	**Range**
MW Communications	200	1500 km
AH Sensors	300	3000 km

Weapon	**Arc**	**DMG**	**Range**	**WA**	**Kills**	**Payload**
Heavy Particle Cannon	FF	5000K	6,437,376	+3	2000	U
Wide Beam (33 hex), Ultra-Beam, Warm-up 3, Clip 5, Limited Firing						
178 cm Rail Cannon (4)	All	120K	6,437,376	+1	120	U
AP						
Superheavy Laser (8)	*	500K	6,437,376	+1	500	U
Warm Up 1						
Heavy Laser Cannon (1)	F	200K	6,437,376	+1	200	U
Light Laser (16)	**	50K	123,597	+1	50	U
Strike Missile (12)	F	700K	6,437,376	+1	90	U
Each missile takes 25K to destroy. Blast 15, Warm up 2						
Missile Turret (12)	All	12K	127^2	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
Missile Turret (48)	All	7K	1200	+1	50	U
Fires volleys of up to 10 per launcher						
CIDS	All	10K	36	+1	--	U

* One is located on the main body forwards of the bridge (chest in Storm Attacker mode), one is on the lower main hull (Lower back in Storm Attacker mode), two on each main gun beam and one on the back of each engine block (back of the legs in Storm Attacker mode.) Each gun has a 180 degree arc of fire.

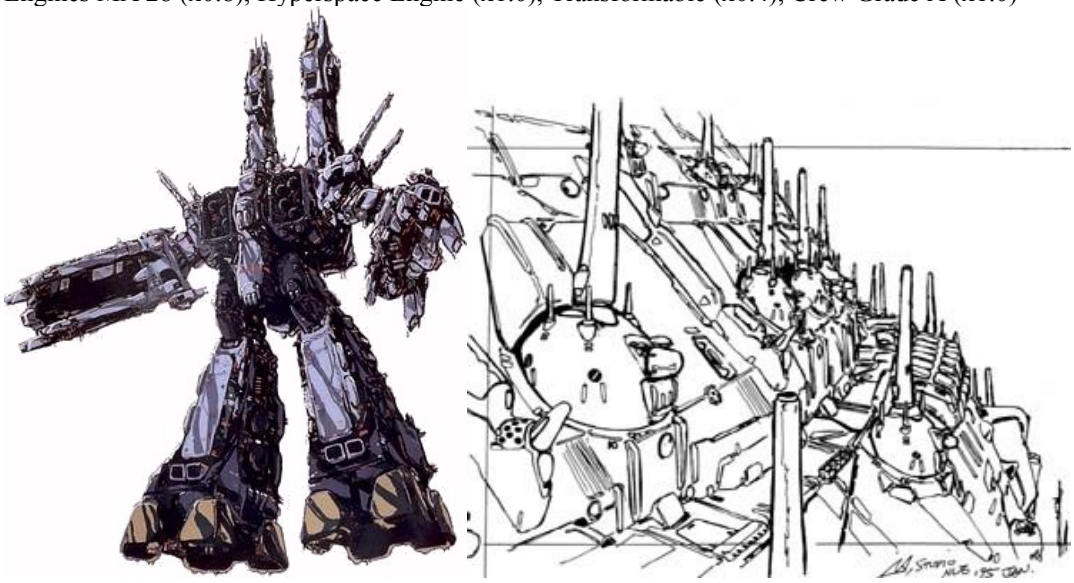
** Two are located on each shoulder, one on the top hull/chest, one on the lower hull/rear torso, 2 on each thigh, 1 on each secondary thruster/side torso, two on each main gun pod, and one on each lower leg. Each turret can rotate 360 degrees with a 180 degree arc of fire.

Mecha/Shuttle Compliment
VF-1 Super 300+
* Replace VF with current top of the line VF model in later campaigns

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Self Destruct
Pinpoint Barrier System (medium), Extra Space (x10), Antigravity Drive

Bays
Mecha: 3 bays (360 capacity)
Crew: 23 bays (278,300 capacity)
Cargo: 5 bays (30,250 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: 1 bay (120 capacity)

Multipliers
Engines MA 28 (x0.8), Hyperspace Engine (x1.0), Transformable (x0.4), Crew Grade A (x1.0)

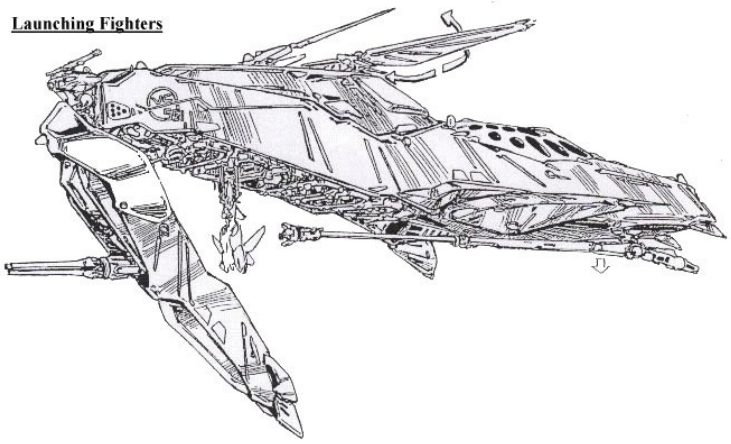


Programme: In 2012 the SDF-1 received a makeover replacing the Prometheus and Daedelus Carriers for ARMD platforms, replacing temporary bolted on gun emplacements for permanent weapon emplacements to serve as protection for the UN Armed Forces Headquarters, and Macross city. The SDF-1's last combat engagement was during the 30th Armistice Celebration in 2040 when the virtual pop idol Sharon Apple took control of the SDF-1's Intelligence Net Core and raised the SDF-1 out of Macross Lake to use its automated systems to fire on 1st Lieutenant Isamu Dyson. Lt. Dyson defeated Sharon Apple by crashing through the Macross's armor plating and destroying the Intelligence Net Core. UN Spacy engineers and technicians replaced the core as soon as everyone was awakened from Sharon's hypnotic trance. From the SDF-1 Sharon Apple was able to take control of the Earth Defense Force orbital lasers and the experimental X-9 Ghost as the SDF-1 is the hub of the Earth defense network. In early 2051, the Macross is destroyed to prevent it from falling into the hands of the anti-UN terrorist group Black Ravens.

Notes: Commanded by Captain Higgins during Sharon Apple incident.

Sentinel Class Stealth Carrier

COST: 266,334 CP
Manufacturer: OTEC Company/Shinsei Heavy Industries/UN Spacy



HEIGHT: 24.5m
WIDTH: 18.4m
LENGTH: 114m
WEIGHT: 650,000 tons
CREW: 78 total (4 officers, 54 crew, 6 VF pilots, 6 reserve VF pilots)

Hull Class: Medium Heavy
KILLS: 1600
ARMOR: SP 70, Alpha Class (DC 20)
SPACES: 16

MA: 34 (Mach 3)
Turn: +8
Crew Grade: A (16+1d10)

System	Kills	Range
MW Communications	200	1500 km
AH Sensors	300	3000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Heavy Laser	All	200K	6,437,376	+1	200	U
Medium Laser Cannon	F	100K	250,000	+1	100	U
Missile Turret (2)	All	12K	127^2	+1	50	U
Fires volleys of up to 9 per launcher						
Missile Turret (2)	All	7K	1200	+1	50	U
Fires volleys of up to 6 per launcher						
Torpedo Tube (2)	F	50K	123,597	+1	50	24
Each torpedo takes 8K to destroy. Blast 5. May fire up to 6 at a time.						
CIDS	All	10K	36	+1	--	U

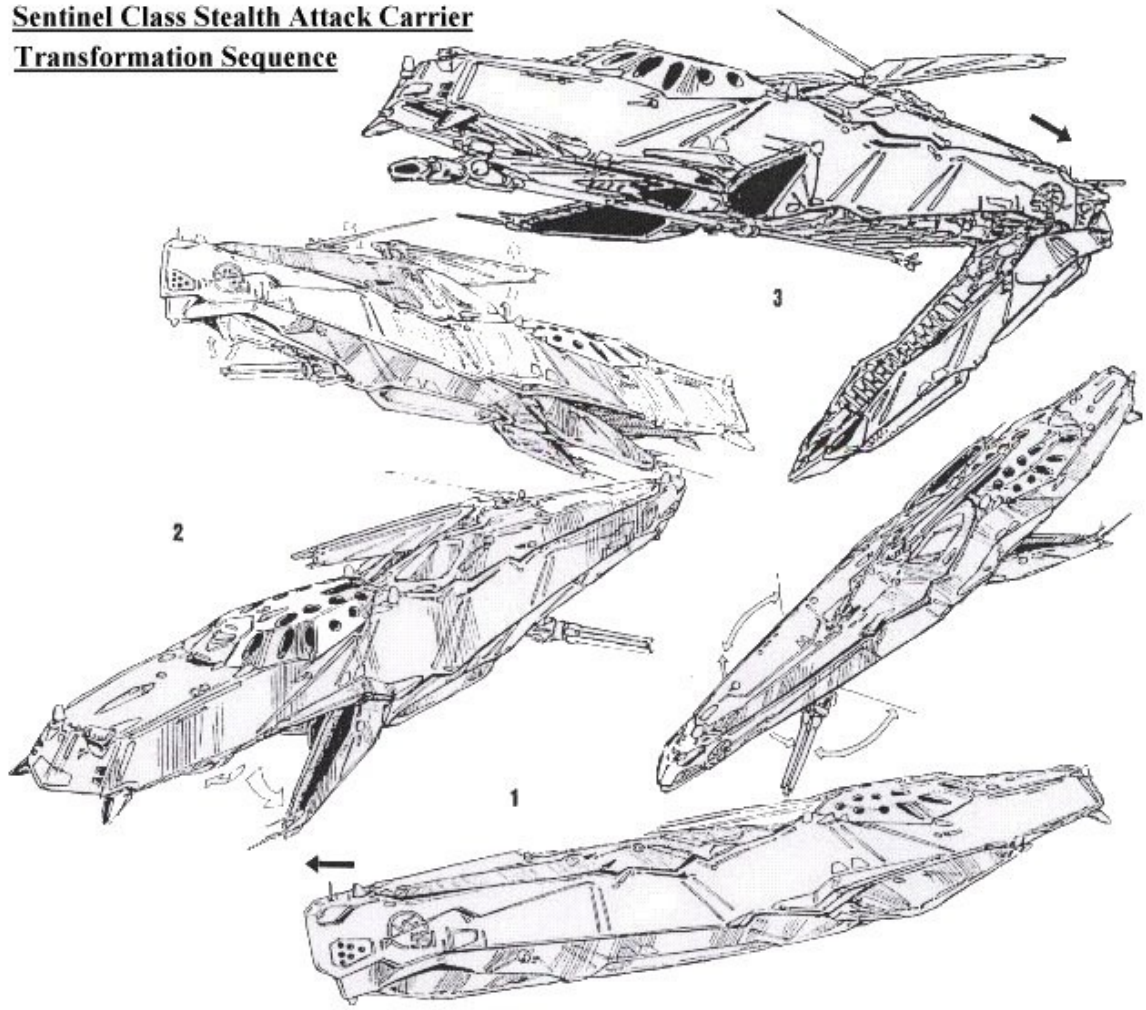
Mecha/Shuttle Compliment

VF-19 or VF-22	6

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (2200 for 30 years)
Pinpoint Barrier System (light), Antigravity Drive

Bays
Mecha: 1 bays (65 capacity)
Crew: 1 bay (6400 capacity)
Cargo: 1 bay (3200 ton capacity)
Medical Bay: 1 bay (6400 capacity)
Repair Bay: 1 bay (65 capacity)

Multipliers
Engines MA 34 (x1.1), Space Fold Generator (x1.0), Crew Grade A (x1.0), ECM Stealth (x0.9)



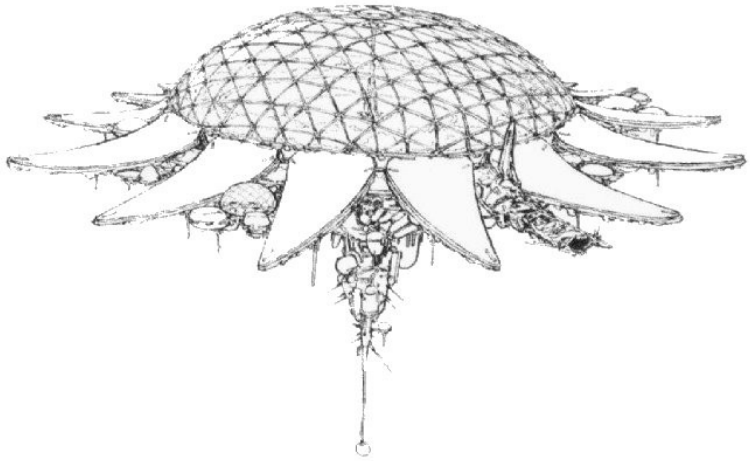
Programme: Designed as a surgical strike fast attack vessel with a small compliment of advanced variable fighters.

Notes: Despite standard rules about making bays space efficient, this vessel has compact bays that cost the same as normal ones, but hold less. The mecha bay and repair bay are the same unit.

Notable Ships of Class:
Valhalla III – engaged in Operation Orpheus in 2047.

Sunnyflower Agricultural Ship

COST: 5,398,105 CP
Manufacturer: OTEC Company /UN Spacy



HEIGHT: ?
WIDTH: 2750m
LENGTH: 2500m
Connector Section: 130m
WEIGHT: 150,000,000 tons [weight unknown, estimated based on similar ships]
CREW: 11,200 total (1000 crewmen, 10,000 agricultural researchers, 200 police/civil defense)

Hull Class: MegaHeavy +
KILLS: 3670
ARMOR: SP 110
Dome Shields: 14 sections each having 800K with SP 110 armor
SPACES: 169
Escort Vessel: Clemenceau Stealth Carrier

MA: 34 (Mach 3)
Turn: +11
Crew Grade: A (16+1d10)

System	Kills	Range
MW Communications	200	1500 km
STR Sensors	100	100 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
None						

Mecha/Shuttle Compliment
None.

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (15,000 for 30 years) Pinpoint Barrier (heavy), Antigravity Drive, Holographic Day/Night System

Bays
Mecha: 1 bay (120 capacity)
Crew: 10 bays (12,100 capacity)
Cargo: 50 bays (302,500 ton capacity)

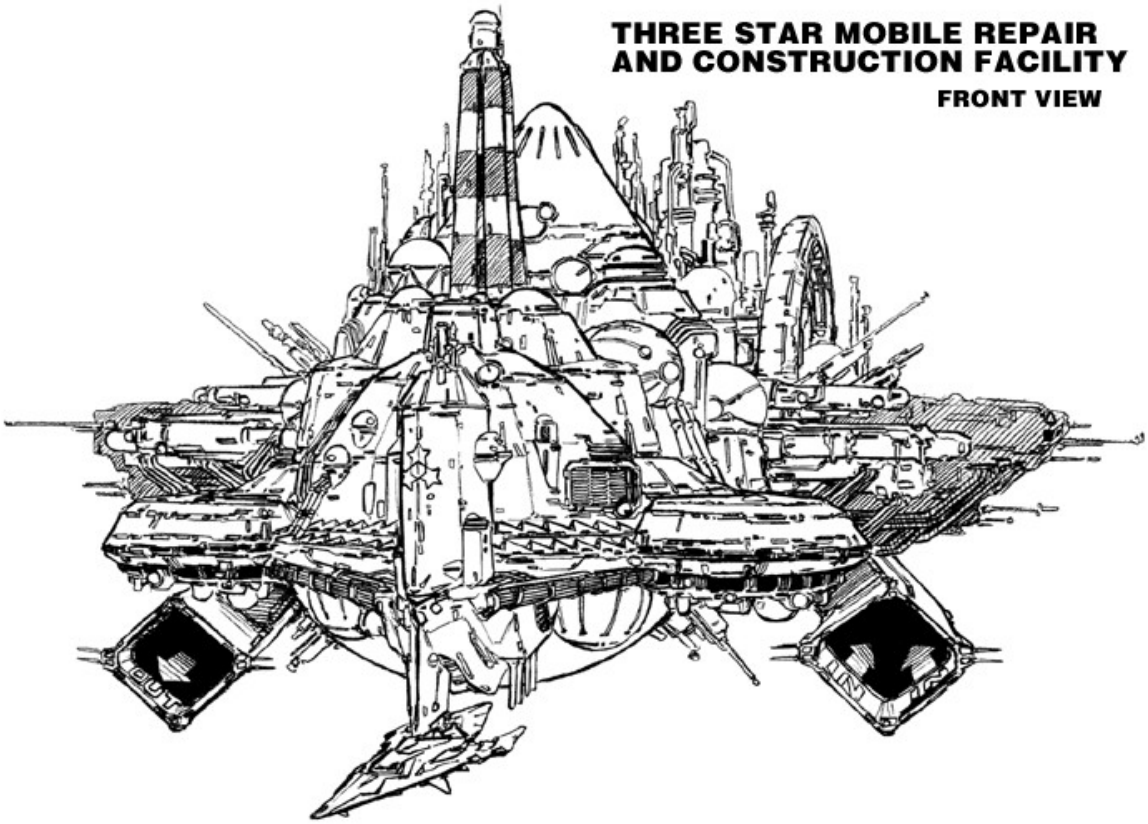
Medical Bay: 1 bay (1210 capacity)
Repair Bay: 1 bay (120 capacity)

Multipliers
Engines MA 34 (x1.1), Space Fold Generator (x1.0), Crew Grade A (x1.0)

Programme: Designed for mobile food production and storage center for colony fleets. It also provides some isolated sections for researching xeno-botany.

Three Star Mobile Manufacturing Platform

COST: 1,115,610 CP
Manufacturer: OTEC Company/Three Star Heavy Industries/UN Spacy



HEIGHT: 1250m
WIDTH: ?
LENGTH: 2000m excluding rear boom (7950m total)
WEIGHT: 210,000,000 tons
CREW: 233,000 total (5000 military crew, 50,000 civilian crew, 3000 police/civil defense, 175,000 permanent civilian population)

Hull Class: MegaHeavy +
KILLS: 4270
ARMOR: SP 110
SPACES: 229

MA: 34 (Mach 3)
Turn: +11
Crew Grade: A (16+1d10)
Escort Vessel: Northampton Stealth Frigate

System	Kills	Range
MW Communications	200	1500 km
AH Sensors	300	3000 km

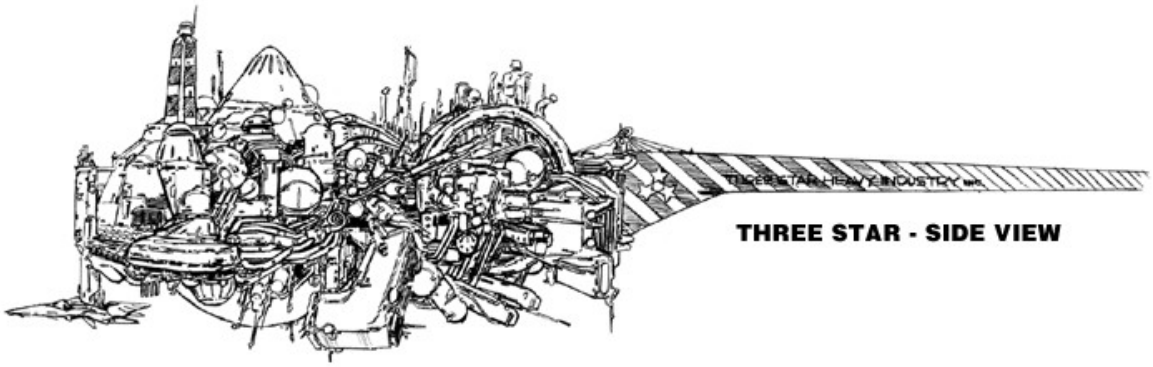
Weapon	Arc	DMG	Range	WA	Kills	Payload
None						

Mecha/Shuttle Compliment
None

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (250,000 for 20 years)
Pinpoint Barrier (heavy), Antigravity Drive, Holographic Day/Night System, Self Destruct
Onboard Material Processing and Factory Suite

Bays
Mecha: 1 bay (120 capacity)
Crew: 20 bays (242,000 capacity)
Cargo: 50 bays (302,500 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: 10 bays (1200 capacity)

Multipliers
Engines MA 34 (x1.1), Space Fold Generator (x1.0), Crew Grade A (x1.0)



Programme: Designed to perform large-scale repairs and replace/build new ships while en-route to the colony fleet's destination.

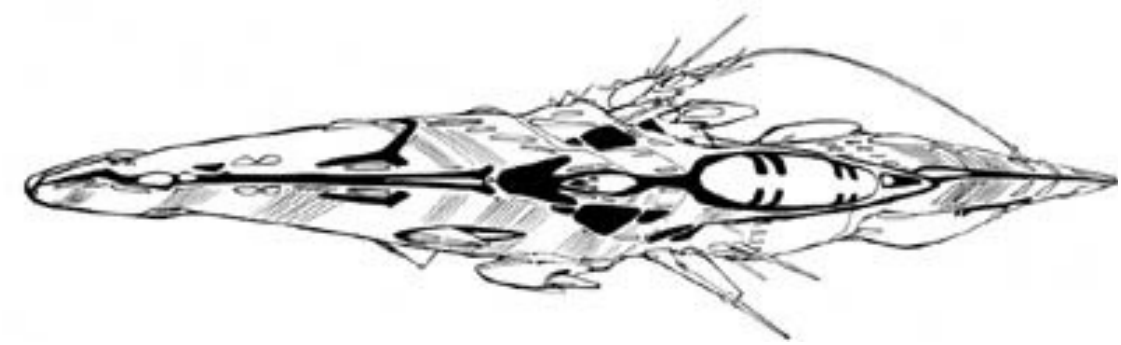
Construction/Repair Bays

The ship has dozens of bays for building and repairing mecha and capital ships. Listed here are approximate construction times to build various mecha and ships from base components (note that these are simultaneously constructed). Each bay can produce approximately 1000 CP worth per day.

Item	Manufacture Time	Production Rate
Standard combat gear + sidearm	4 hours	2500 per week
Standard mecha (VF-11C)	3 days	36 per week
Custom mecha (VF-11MAXL)	7 days	5 per week
Advanced mecha (VF-22)	14 days	2 per week
Small starship (Northampton)	2 months	10 per year
Large starship (Ark Royal)	6 months	2 per year
Variable starship (New Macross)	12 months	1 per year

Yamagumo Class Stealth Frigate

COST: 645,250 CP
Manufacturer: OTEC Company/UN Spacy



HEIGHT: ?
WIDTH: ?
LENGTH: 250m
WEIGHT: 160,000 tons
CREW: 44 officers, 257 crewmen, 36 VF pilots, 8 soldiers/security

Hull Class: Heavy Striker
KILLS: 975
ARMOR: SP 80
SPACES: 15

MA: 34 (Mach 3)
Turn: +5
Crew Grade: A (16+1d10)

System	Kills	Range
MW Communications	200	1500 km
AH Sensors	300	3000 km

Weapon	Arc	DMG	Range	WA	Kills	Payload
Superheavy Laser (2)	FF	500K	6,437,376	+1	500	U
Warm Up 1						
Strike Missile (2)	F	700K	6,437,376	+1	90	U
Each missile takes 25K to destroy. Blast 15, Warm up 2						
Heavy Laser Cannon (1)	F	200K	6,437,376	+1	200	U
Light Laser (12)	All	50K	123,597	+1	50	U
Missile Turret (6)	All	7K	1200	+1	50	U
Long Range, Blast 2, Fires volleys of up to 10 per launcher						
CIDS	All	10K	36	+1	--	U

Mecha/Shuttle Compliment

VA-14	28
VF-17	4
VF-19	4
VF-22	1

Optional Systems
Subspace Mass Sensors, Hyperspace Communications Array, Life Support (2,000 for 30 years)
Pinpoint Barrier System (medium)

Bays
Mecha: 1 bays (120 capacity)
Crew: 1 bay (12,100 capacity)
Cargo: 1 bays (6050 ton capacity)
Medical Bay: 1 bay (12,100 capacity)
Repair Bay: 1 bay (120 capacity)

Multipliers
Engines MA 34 (x1.1), Space Fold Generator (x1.0), Crew Grade A (x1.0), Passive Stealth (x0.2)

Programme: Designed as a multi-purpose fast vessel capable of escort, scouting, patrol, and front-line combat.

Notes: This is a Zentraedi styled Northampton with slightly increased armor.

Typical Fleet Composition

Each fleet list is only the typical composition, and can be customized as needed so that a colony fleet might include rebuilt Meltran ships or such. The fleet composition listing does not include any extra fleet structure such as the 8-12 Clemenceau or Northampton that accompany each Beginhill ship or the mecha compliment of any vessel. Any given fleet may include refitted Zentran or Meltran vessels, however they are not standard to the fleet composition.

If the GM wishes to increase the size of these fleets it is understandable. The anime often shows the fleet losing a dozen vessels in a single episode so this is not a big stretch to increase the ship compliment. Some fleets were specialized, such as the Macross 7 fleet, which was sent out to expand the Galactic Network near the galactic core.

Standard Battlefleet – 5-6 Ark Royal Escort Carriers, 10-12 Clemenceau Class Stealth Frigates, 15-20 Northampton or Yamagumo Class Stealth Frigates

Galaxy Patrol Fleet – 4 Ark Royal Escort Carriers, 6 Clemenceau Class Stealth Frigates and 10 Northampton Class Stealth Frigates. Twenty of these fleets are lead by a New Macross Class Battle Carrier. (There are 35 Galaxy Patrol fleets total by 2050.)

Outer Space Special Science Force [OSSSF] Fleet – 1 Ark Royal Escort Carrier, 1 Clemenceau Class Stealth Frigate, 1-2 Northampton Class Stealth Frigates, 1 Beginhill Training Ship, 1 Einstein Research Vessel, 1 Iowa Provisions Supply Ship. (Not including individual ship escorts)

Standard Long-Distance Colony Fleet – 1 Macross Class Colony Ship with New Macross Class Battle Carrier, 1-4 Three-Star Mobile Manufacturing Platform, 1 Einstein Research Vessel, 1-3 Beginhill Training Ship, 1 Mark Twain Resort Vessel, 1 Sunnyflower Agricultural Platform, 1 Riviera Marine Resort Vessel, 1 Heaven Cemetery Ship, 6-10 Clemenceau Class Stealth Frigates, 15-20 Northampton or Yamagumo Class Stealth Frigates, 4-10 Ark Royal Escort Carriers, 4-8 Iowa Provisions Supply Ship (Not including individual ship escorts) *

* In episode 23 [timeframe 9:12] of Macross 7, it clearly shows *three* New Macross class colony ships in the Macross 5 fleet landing on Raxx. Furthermore, the Macross 7 fleet is listed as having seven Three Star Mobile Manufacturing Platforms and that their mission wasn't colonization but rather to expand the Galaxy Network.

Furthermore, in Macross Frontier, the Macross 11 fleet was not shown with any such support vessels. Nor did the Macross Frontier have any Beginhill, Sunnyflower or the like, as most of those functions were integrated into the Frontier itself.

Standard Mid-Generation Long-Distance Colony Fleet (totals breakdown)

This is a breakdown of a typical colony fleet, including all escorts and mecha compliment. Assume a basic fleet has around five to six thousand infantry and marines plus ground vehicles for ground protection once the colony ships have landed. This list does not include any others that may join the fleet later or are built while en route to the fleet's destination, nor any civilian vehicles.

1x Macross Class Colony Ship
1x New Macross Class Battle Carrier
2x Three Star Mobile Manufacturing Platform
1x Einstein Research Vessel
2x Beginhill Training Vessel
1x Mark Twain Casino Riverboat
1x Sunnyflower Agricultural Ship
1x Riviera Resort Ship
1x Heaven Cemetery Ship
5x Iowa Provisions Supply Ship
12x Ark Royal Escort Carrier
22x Northampton or Yamagumo Stealth Frigate
11x Clemenceau Stealth Carrier
5040x VF-11C (+ 165-200 in reserve)
24x VF-11C Full Armor (up to an additional 500 can be upgraded)
180x VA-14 or VF-14
139x VF-17
103x VF-19
22x VF-22
264x VA-3
30x Air Variable Mecha
30x Space Variable Mecha
60x Ground Variable Mecha
10x SB-10 Starwing Heavy Bomber
6x Heavy VTOL
12x Multi-purpose VTOL
30x Shuttlecraft

<u>Macross 7 Fleet</u>

The 37th long-distance colonization fleet consisted of 1x Battle 7/City 7 (Macross 7), 1x *Einstein* Research Experimental Ship, 1x *Hollywood* Amusement Ship, 1x *Riviera* Resort Ship, 1x *Sunnyflower* Agricultural Ship, 7x *Three Star* Factory Ship, 1x *Beginhill* Class Macro-Training Base Ship, one or more *Mark Twain VII* Resort Ships, 1x Heaven cemetery ship, 45x *Clemenceau* Class Stealth Carriers (for use in space), 20x *Ark Royal* Class Escort Battle Carriers (for use in air and space) and lastly 126x *Northampton* (for use in air and space). The ship-carried aircraft/spacecraft for the entire fleet consisted of

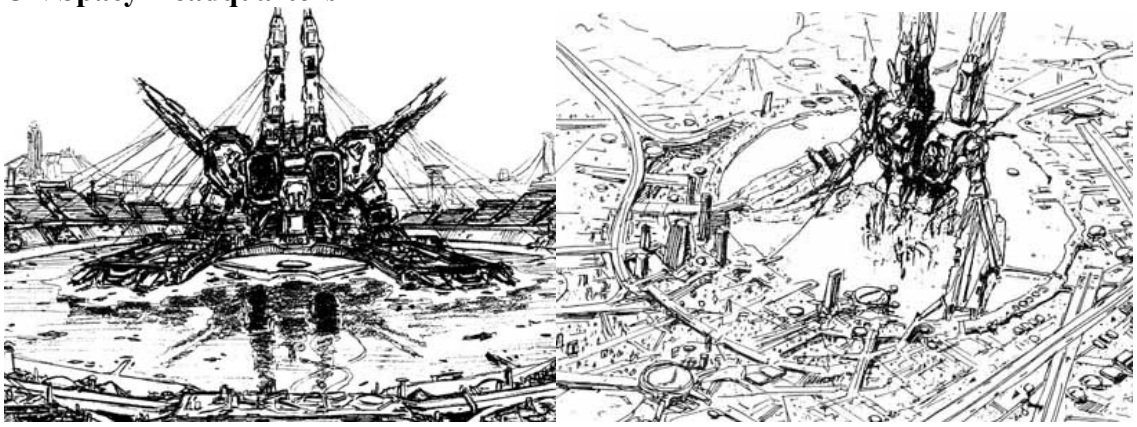
approximately 1,800x variable fighters (mostly VF-11C Thunderbolts), 600x variable attack craft, 9x variable bombers, 120x electronic reconnaissance fighters, 60x cargo plane/freight transports and 100x liaison craft. Total fleet count is 207 large ships and 2,689 small craft.

* Macross Chronicle issue 5 states the official numbers of the Macross 7 fleet to be 194 capital ships and 2,689 variable fighters/small craft.

Chapter 6 – UN Installations

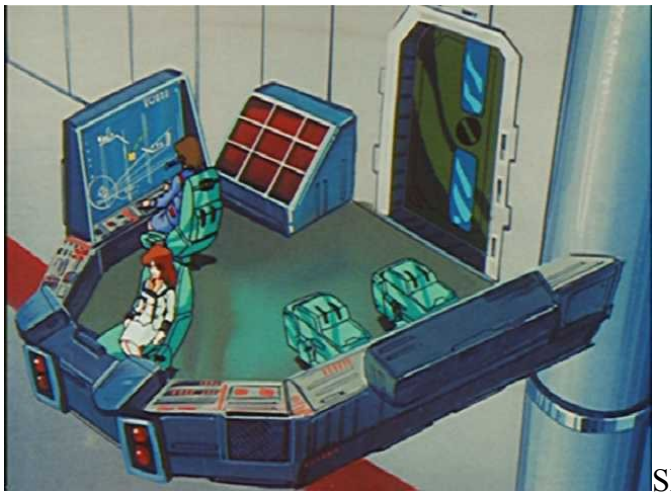
This chapter covers the various bases of the UN military. Before Space War I, the UN constructed bases on the Earth's moon and the SALLA base on Mars. After the UN rebuilds most of the Earth after the war, they begin building UN bases on several of the colonies to extend their protection over the colonists and to help police the space in between the colonies.

UN Spacy Headquarters



Technically it is the headquarters of the entire UN government and military. The main hub of the government is the refitted Macross, forever locked into Storm Attacker configuration. It sits in a crater that has filled up with water (Macross Lake) up to the vessel's hip actuators. Since the lower levels are watertight, the entire vessel has had its interior redone to hold the greater majority of the government's facilities.

Other important buildings are set out in front of the Macross, with the rest of Macross City expanding out from around the edge of the lake. For complete stats, see the SDF-1 Macross entry in the capital ship section.


SDF-1 Macross secondary bridge

UN Government Fully Automated Armory Satellite

This installation was captured from Zentraedi forces in 2010 and since then has undergone massive upgrades to increase its efficiency, both for space used and for materials processing. The satellite sits in synchronous orbit between earth and the moon, and is protected by a dedicated branch of the EDF. For complete stats, see the entry in the capital ship section.

Grand Cannons

The grand cannons were a development made for the defense of Earth against the impending alien invasion. The grand cannons drew on internal energy from the Earth which was focused and boosted into an immense beam that has more destructive capability than even the main particle cannon of the SDF-1, possibly rivaling the diverging beam planetary assault cannon on Boddole Zer's mobile base.

Grand Cannon Shaft

There were several of these units built; one in Alaska, one in Australia, one in Africa and one on the moon. This would provide total global coverage in the event of an attack from space. Unfortunately, the Zentraedi attacked the earth before they were all completed, leaving only the Alaska cannon to defend the earth (some sources indicate this cannon overloaded and had a meltdown after firing, causing the UN to abandon the design and use).

In Mekton terms, this is a planet-bound weapon similar to that of the planetary assault particle beam cannon found on the Fulb-Berrentz fleet flagship. Since it is a planetary weapon, it has a better recharge time.

Statistics

Outer diameter: 1 km
Inner diameter (main shaft): 800 meters
Depth (main shaft): 5 km
Depth (headquarters): 6 km
Elevation: 120 degrees
Duration of fire: 40 seconds
Damage: 500,000K Kills: 50,000
WA: +3 Range: 6,437,376(321,868.8 km)
Notes: Wide Beam (330 hex), Ultra-Beam (4 rounds), Warm-up (1 hour)

Eagle's Nest Aerial Tactics Center

This is a training facility for variable fighter pilots. For a time, ace pilot Miriya Jenius was the head instructor before retiring from the military to become the mayor of City 7 in the 7th Macross Colonial Fleet. This center produces a large number of ace pilots each year which are typically assigned to fleet special forces such as Diamond Force or serve in the SSS.

New Edwards Test Flight Center

This base is located on the planet Eden. The installation is used by the UN military as a testing ground for experimental variable fighters. It is here that Project Supernova was held in 2039-2040, with Isamu Dyson and Guld Bowman competing against each other.

UN Biological Weapons Research Base

Located on New Asia. This facility was closed down by the UN after they decided that biological weapons were a clear violation of the UNG charter, and later was destroyed as a biohazard in 2047.

Susia Weapons Research Base

Located on Susia. The Susia facility works on developing new weapons systems for mecha and capital ships.

Europa 7 Base

Located on the moon of Europa, around Jupiter. This base is heavily defended with both orbital defenses and a large fleet of capital ships, and serves as the first line of defense against invading Zentraedi fleets.

Chapter 7 – UN Tactical School

This chapter covers basic and advanced tactics used by the UN military and includes those used by ground, sea, air and space forces. While this information may be used for other military forces with the appropriate tech, these are primarily used by the forces of the UN military.

Variable Fighters

Variable fighters form the core of the UN military mecha compliment. They were designed for supreme versatility in combat. Almost all of them have three configurations, each with particular roles in mind.

Fighter – This configuration has the highest speed and used for travel, aerial scouting, bombing and dogfights. This configuration is required to achieve escape velocity over an earth-size planet. The fighter is typically used in the initial stages of combat where it is equipped with missile payloads on the wing and fuselage hardpoints

since they usually must be fired before assuming battroid configuration. Fighter configuration is also used extensively in space combat.

Battroid – This configuration is used primarily for ground combat, since it mimics the motions of a human soldier. The battroid has superior maneuverability of the three forms, and sometimes has access to more weapons than the other forms. The battroid is also used in space battles where they must deal with opponents from multiple directions. The battroid gains the benefits of taking advantage of ground cover.

Gerwalk – This configuration combines advantages from the other two forms to some extent. It has better speed and flight capability than the battroid, but not as good as the fighter. It can take advantage of ground cover and has the arms and legs of a battroid, but cannot mimic the same range of motion that the battroid can. The gerwalk has the added benefit of being a skimmer, allowing it to "skate" across land and water. This grants it superiority in high speed ground combat or ground reconnaissance.

Combat Maneuvers

General

This group of tactics can apply to destroids, variable fighters, stations and capital ships.

Alpha Strike – This is a standard tactic used by most military forces. With an alpha strike, the mecha or vessel fires all available weapons in a single volley, typically on the first round of combat, to maximize damage and attempt to cripple or destroy the enemy. Most capital ship combat computers are designed for such attacks as well as having the power supply to do it. An alpha strike uses the highest WA modifier available and is effective to the shortest weapon range. Quite often this is used by variable fighters to fire all hardpoint mounted missiles simultaneously.

Variable fighters and destroids can perform an alpha strike by using both of their actions for that round and making an TECH + Computer Use check at DV 10 (DV 5 for hardpoint mounts; they are designed for it). If the roll fails, the alpha strike still works but the power control circuits are fried and the mecha cannot fire any energy weapons or use active stealth or pinpoint barrier systems until repaired. Capital ships are designed specifically for such tactics and do not need to make any such roll.

Tailing, Lock-On and Reverse Tail – This is a set of maneuvers that can be done in any situation other than walking (too slow).

Tailing – This is simply when one combatant chases another, gaining a +2 bonus to attack rolls for attacking the rear arc.

Lock-On – Once a tail has been established, the chaser may attempt to lock on. This is done during the movement phase and does not take any actions to attempt. The combatants make an opposed MR + Piloting + 1d10 roll. If the leader succeeds, a lock on cannot be achieved. If the chaser succeeds, he locks on, with the following rules:

1) The tail may always move with the target, maintaining the same relative distance to the target.
2) The tail will move with the target when the target moves regardless of MR or initiative score.

3) The tail *must* move as the target moves; that is if the target goes left, the tail must go left.
4) The tail must still expend any needed actions to match the target.

Breaking – Breaking a tail occurs when one of the following events takes place:

1) The tail does not have enough actions to match the target.
2) The tail is unable to duplicate a maneuver; for instance if a conventional jet fighter tails a variable fighter that shifts to gerwalk to go to ground, the tail will be lost.
3) The tail breaks off voluntarily.
4) The target reverses the tail.

Reverse Tail – The target can attempt to reverse the situation and tail his opponent. Both combatants make a MR + Piloting + 1d10 roll (the lead has a -3 penalty). If the lead succeeds, he now is the tail and automatically has Lock-On, and the former tail moves ahead 2 hexes (100m). The lead may also use more advanced maneuvers such as cobra maneuver or ViFFing.

Variable Fighters & Fixed Wing Aircraft

Most VF units are designed as high performance interceptors and dogfighters, and their tactics reflect this. The VFs are fast and maneuverable, and are capable of stunts that lesser aircraft cannot even attempt. All but a few VFs are able to change forms quickly enough that it does not cost the pilot an action; and from this the VF gains further adaptability in combat.

The standard tactics for UN VF units is to use the fighter mode for traditional dogfighting, to use the increased speed to close combat range or to travel long distances. The battroid mode is preferred for most combat since it grants the pilot near-perfect imitation of his own movement abilities. The gerwalk mode is the least used, typically reserved for reconnaissance on the ground.

For the purpose of dogfighting, the "defender" is the leader and the "attacker" is the chaser (assume attacking from behind).

Cobra Maneuver – This is a dangerous but useful tactic, that cannot be done in conventional aircraft (they lack the necessary structure and directional thrusters). By throttling full speed and then pulling back on the control stick while pushing all thrusters "up", the pilot can make his fighter rise up like a cobra. The fighter still moves forward but also moves upward. Its primary use is similar to quick stop (see below), but is harder for the chaser to counter. The pilot must make a piloting check at -4, and if successful the pilot will not decelerate, but is considered to have decelerated by 24 MA for purpose of the chaser's speed. If the pilot is being tailed, the chaser must make a piloting check at -5 or overshoot the pilot. Cannot be done outside an atmosphere.

Once the velocity and G-force begins to reduce, the pilot can make his fighter "slip" sideways to attack if his chaser also uses this technique.

Nape of the Earth – This is a dangerous, yet effective tactic where the pilot flies under radar coverage by following the natural terrain features. This cannot be done at full speed, and requires a piloting roll each round (failing usually means clipping the terrain or crashing). The pilot must roll piloting with a -3 penalty up to MA 13 and -4 up to MA

44. This cannot be used at speeds over MA 44 (2,200 meters per round or Mach 5). While using this maneuver, the unit imposes a -5 penalty to detection rolls by long-range land or water based radar units.

QN69 Maneuver – This is a difficult maneuver involving multiple rolls and directional changes while flying in battroid mode. The pilot must make an AGIL + Mecha Pilot roll at DV 20, and then a BOD roll at DV 15 if successful to avoid blacking out for 1d6 rounds from the increased G-forces. If the maneuver is successful, the pilot avoids all attacks for that round (regardless of the attack roll) but cannot make any attacks of his own.

Quick Stop – Under normal circumstances, an aircraft can only decelerate 12 MA per turn by safe methods. A pilot can deploy air breaks and flaps (and landing gears if he's brave enough) to create increased wind resistance to decelerate quicker. The pilot must make a piloting check at -3, and if successful the pilot will decelerate up to 24 MA that round. If the pilot is being tailed, the chaser must make a piloting check at -4 or overshoot the pilot. Cannot be done outside an atmosphere.

Rock 'n Roll – This is a collective phrase for rolling the plane back and forth to avoid ballistics fire and reduce the chance of a missile lock. The pilot can use both actions in a given round to make a defense vs. missiles roll (see basebook) with a +5 bonus.

Rolling Volley – This attack involves a fighter rotating while firing weapons; typically a missile swarm. This requires both actions for a round, but provides both a +3 penalty to enemy attack rolls as well as the DV to dodge/parry or shoot down your attack.

Tail Slide – This maneuver is another one used for evasive piloting. The pilot pulls the aircraft into a climb and then gradually pulls back on the throttle near the top of the climb. The aircraft will "hover" for one turn and then begin to fall back to the earth tail first. The pilot then swings the nose in the direction he wishes and then pushes the throttle. It is dangerous (-4 to piloting) but is quite effective in ditching a chaser. Cannot be done outside an atmosphere (there is no up or down).

Transforming Dodge – With this maneuver, the pilot changes from one mode to another (usually battroid to fighter) to take advantage of the increased speed or maneuverability of the other mode. Quite often this is done to avoid incoming missiles or other projectile fire. The pilot must make a REF + Mecha Pilot roll at DV 15 to shift forms in time. If successful, the pilot can use the new mode's bonuses to MV, MR and MA to avoid an attack instead of the mode the VF was in when the attack was made.

Wingover – This is a basic maneuver used for high-speed turns. The pilot simply turns the plane part of the way and rolls the plane so that it points in the direction desired. This only has a -1 penalty to piloting rolls.

Vectoring in Forward Flight – (ViFFing) This maneuver can only be done by aircraft with VTOL capabilities, such as most variable fighters. The pilot switches quickly from

horizontal thrust to vertical thrust. This maneuver is seen often in Macross when a VF in fighter mode stops thrust, pivots the leg thrusters under to point forward, and re-engages the thrust to stop quickly. The pilot (and chaser) make piloting checks as listed under Quick Stop, but the pilot can drop his speed by up to 36 MA and gains a +2 bonus to initiative next turn.

Destroids

Although the destroids are no longer a common part of the UN military machine, their basic tactics are still taught to ground forces in the event they find themselves piloting one. The destroids are akin to walking tanks, and as such, they use many of the same tank tactics.

Weapon Rush – Destroids have heavy weapons and armor, granting them great power in combat. By using both actions for a round, a destroid pilot can combined weapons' fire with a ram attack (see basebook). This cannot be used with missiles, weapons with any blast or area of effect ratings or with any weapons that list a minimum range. The destroid runs at the target full speed, fires a ranged weapon (or group of linked weapons) and rams the target. This allows the attacker to add the damage inflicted by the weapon to their ram attack for damage and knockback values. Because of the coordination required, the attack roll suffers a -3 penalty; if the attack misses, the attacker is left off-balance and grants the defender a +3 bonus to attack on their next action.

Capital Ships

Capital ships often possess huge arsenals of weapons and mecha compliments, as well as having pinpoint barriers. As mentioned in the basebook, capital ship to capital ship combat is quick and brutal.

Daedelus Attack – During the Macross' voyage home, the crew developed this attack to take out Zentraedi vessels that were much larger than the SDF-1. The attack requires half of the SDF-1's pinpoint barriers to be overlapped at the tip of the Daedelus as the SDF-1 "punches" deep into the hull of the opposing vessel. After the Daedelus is wedged into the target, the deployment ramps in the front are opened, allowing the destroid compliment to fire directly into the ship's interior. During later series, this is also called Macross Attack.

To use this tactic, the crew must first make a AGIL + Reflector Systems skill check at DV 15 to properly align the shields to protect the Daedelus. After that, the crew must make an INT + Tactics skill check at DV 15 to target the opposing vessel in a way that will not cause damage to the sides of the Daedelus' hull. Last of all, the crew must make an AGIL + Starship Operation roll at DV 20 to disengage the target and move a safe distance away before the target explodes.

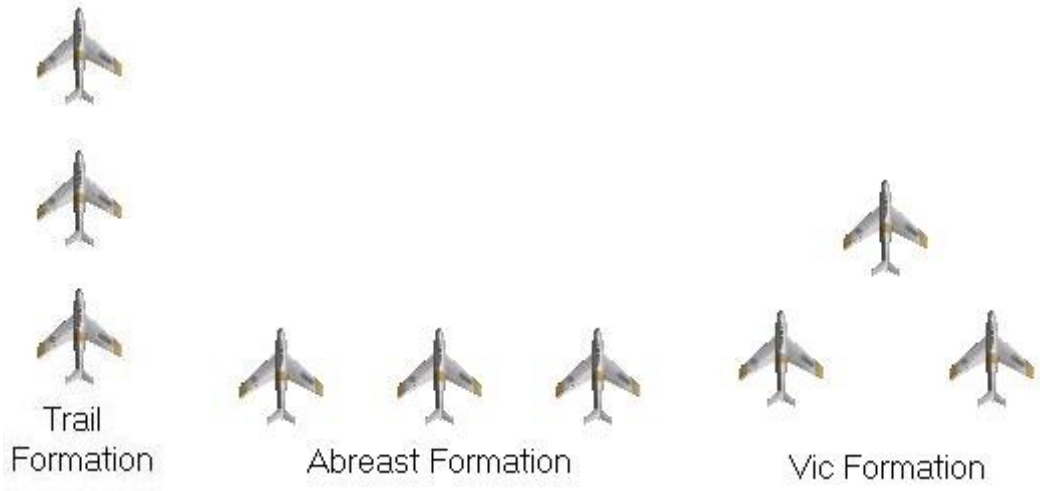
The initial strike of the Daedelus attack will inflict 300K to the target and is considered AP. After this, the secondary attack from the destroids and the Daedelus' own weapon systems can be treated as an alpha strike (see above) or inflicts an additional 1500K (assuming full destroid compliment); either way, this damage ignores the armor since it comes from inside the main hull and will also cause an automatic critical strike.

The Daedelus II was designed with a wedge-shaped hull and oversized thrusters for mimicking this attack.

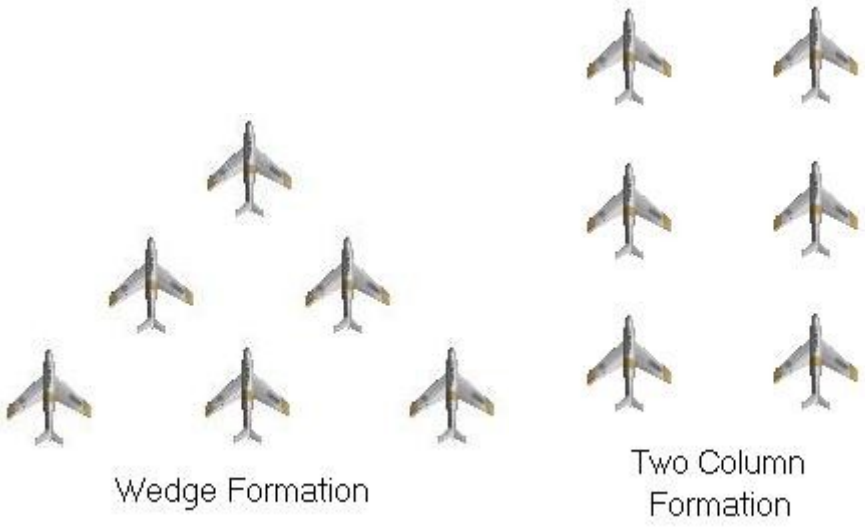
Tactical Fire – By firing weapons in multiple firing arcs (typically weapons of 100K or less for this), a ship can provide defense for allied mecha or smaller ships in the area. Instead of hitting any targets, this maneuver can grant allied mecha and ships of smaller size within 1 km of the ship a +3 bonus to Dodge and countermissile rolls in each round that tactical fire is maintained.

Formations

Pilots often use different formations to better suit their mission, the situation and the craft used.



The above three are formations for a single wing of fighters. The trail formation is used typically for standard flight, since the front (primary) firing arc is blocked for the trailing two fighters. Abreast and Vic formations are used for attack runs where all weapons may be used freely.



The two above formations are used for pairs of flights, and sometimes special operations units. Oftentimes, the rear center unit in a Wedge formation is an electronic warfare unit.

Echelon Formation

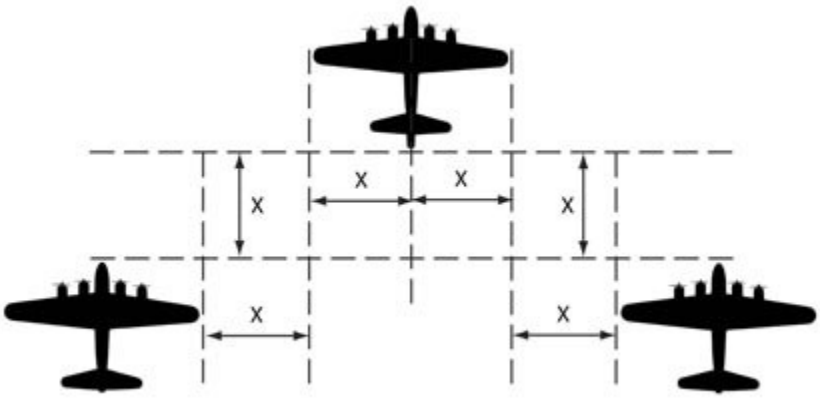
Echelon Right (Spacing positive)

Vee Formation

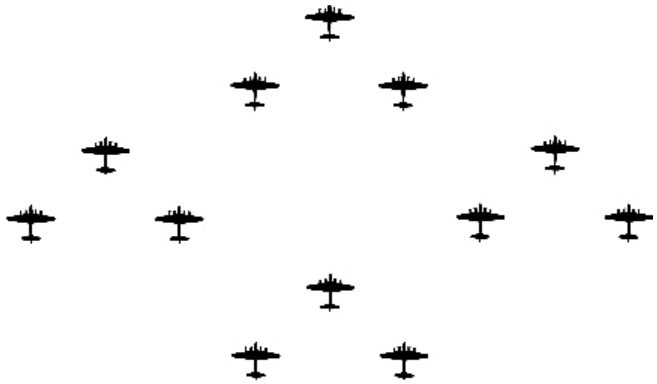
Finger Four Formation

Stagger Formation

The four formations above use irregular unit strengths, and are typically used by special operations groups that do not use standard flight structure.



Bombers use a standard formation to maximize their destructive capabilities with the least overlap (and thus waste of munitions). Below is a full flight of bombers in standard Box formation.



Fleet Combat

Large-scale battles between two fleets typically progresses through fairly standard stages, with some minor variations.

First, both sides deploy most of their one-man fighters, reserving a portion for close defense. Mekton-scale skirmishing continues until one side or another has a clear advantage or the fleets are within range of each other's primary weapons.

At this point, Mekton-scale units are called back to a defensive area in and above their fleet (referred to as D Position). Once the firing lane is cleared of their own troops, each side will begin firing any weapons that have enough range to strike the opposing fleet. This stage is very furious, and few capital fleet slugging matches last more than a few minutes due to the sheer firepower thrown around.

Finally, the mecha will go in to mop up stragglers and screen their own fleet from any opposition.

When one fleet has a tactical advantage over the other, typically being superior numbers or attacking from a flank, the fleet will open fire with their primary weapons first. After the opposing fleet is crippled, they will send in their mecha to finish the job.

When the objective is to capture or cripple ships without destroying them, mecha are used. If the ships come into range, lighter capital ship weapons may be used to assist the mecha since the larger primary weapons are too destructive to risk a "lucky" shot.

Some fleets lead by callous or sadistic commanders, common among Zentraedi fleets, will not care if their own mecha are destroyed. In these cases, they may not wait for their own mecha to clear out of the firing lane and will use this chance to catch opposing mecha as well.

Infantry

While the majority of the fame goes to the UN Space Navy and UN Space Air Force, the majority of the personnel are in the UN Army. The ground pounders get some options similar to their space counterparts.

Heavy Fire Support

Artillery: This is the first type of heavy support. It consists of ranged explosive firepower.

Mortars: Mortars are small, portable artillery tubes that can be carried by a fire team. It consists of the firing tube, base plate and a bipod for support. It uses indirect fire to lob an explosive shell at a high angle arc to drop on top of the target. They have fairly short range and limited types of munitions, but it is light and quick to set up or move.

Howitzers: Howitzers are vehicle towed long barreled cannons that fire larger shells further than mortars. The drawback is that they are easier to spot and target due to their size.

Rockets: Essentially the same as missiles, but designed for use in an atmosphere.

Air Support: Assistance from the UN Air Force.

Fast Movers: Fast movers are just that...Air craft that move fast. This means fighters, bombers, etc. They over-fly the target area and drop their bombs, hopefully on target! For game purposes and ease of play, when the fast movers fly over to drop their payload they cannot be attacked due to their tremendous speed. If however, the game master wishes to generate statistics for the fast mover air craft then he/she may decide to allow the aircraft to be attacked. When fast movers drop their ordnance, its blast radius tends to be in an elongated oval shape with the long axis along the path of the aircraft. So for instance, if a fast mover flew over a target area from south to north dropping HE bombs, then the blast would cover an area 300 meters long from south to north, 100 meters wide.

VTOLs: VTOL, which stands for Vertical Take Off and Landing. These are aircraft which have the capability of landing and taking off vertically. They are also capable of hovering in one place. That is not to say that some fast movers are not capable of a vertical take off, landing, or hovering. The aircraft centered on here however are helicopters and vectored thrust aircraft. These aircraft have a unique capability called "masking". Masking is the practice of hovering behind an object such as a hill, tree line, or a building for cover. Usually, through the use of a forward observer or a special periscope like device to see over the object they are masked behind, the aircraft will wait for a target to present itself. It will then pop up from behind the object, fire its weapons, and then return to the masked position. VTOLs also use what is known as "stand off" weapons. These are typically rockets and missiles with a very long range. This normally allows the VTOL to fire at a target without fear of receiving enemy return fire. For this reason, and for ease of game play, VTOLs cannot be shot down either. Again, the game master may wish to generate statistics for the VTOL and in turn, allow them to be shot down. VTOL may also include attack helicopters, hovercraft and variable fighters in gerwalk configuration.

Overhead: This last type of heavy support is anything in orbit directly overhead. This includes satellites and capital ships in orbit or sub-orbit. Satellite listings may also reference capital ship weaponry.

Particle beam satellites: Particle beam satellites emit a powerful particle beam that pierces through the atmosphere to strike the ground. Upon striking the ground, the beam creates a powerful explosion rivaling that of a tactical nuclear warhead but without the radiation. EMP is still produced by a particle beam induced explosion. Particle beams take some time to recharge between shots but usually only need one shot to do the job! (EMP rules are listed below with weapons of mass destruction)

Kinetic kill satellite: Kinetic kill satellites release a titanium alloy shaft or "penetrator". This penetrator falls to the earth utilizing the power of gravity to accelerate it to hyper sonic speeds. The penetrator also has small guidance vanes on the rear to guide it to the target. The penetrator causes severe damage to the target it strikes and is considered to be armor piercing. Kinetic kill penetrators are typically used against static

targets such as buildings and large bunkers. Their targeting systems are not accurate enough to track and strike a moving target.

Multiple kinetic kill satellite: Where the kinetic kill satellite releases a single large penetrator, the multiple kinetic kill satellite releases many at once to cover a large area. A pod is released holding hundreds of penetrators. The penetrators then spread out over the impact area causing a scattershot like effect to everything within the covered area. For every point the attack roll exceeds the defense roll by, 5K is applied to the target. Each 5K penetrators hit location is rolled separately. This weapon can be very devastating to armor columns and large targets such as field command posts. The weapon is not typically used against normal infantry since it would be major over kill and a waste of an asset.

Nuclear warhead satellite: This satellite just holds several nuclear warheads for release. When it receives a target, it releases one of the warheads to reenter the atmosphere and strike the target area. For more on nuclear weapons of mass destruction below. All scales of reaction warheads fall into this category.

Types of Support Rounds

HE: High Explosive rounds put off a large concussive force when they explode, throwing debris around the blast radius at lethal velocities. These rounds are best used against troops, light vehicles, buildings and defensive positions.

Incendiary: Using white phosphor or other high-heat producing materials, the round explodes, sending searing fragments throughout the blast zone. When the damage is rolled, the incendiary pieces will continue to burn for 1d6 turns, inflicting the same damage each round.

Smoke: This fills the blast zone with thick, acrid smoke that lasts for 1d6 turns after the round stops burning (3 turns).

Illumination: This is a bright flare attached to a small parachute to slow its descent over an area to provide light. A typical flare will light up 500m radius. While it is not as bright as daylight, it will reduce penalties from firing in the dark from -5 to -2. A flare burns for 6 turns.

Firecracker: This type of round explodes in the air, releasing sub-munitions over an area that detonate on impact, negating cover.

Thunder-cracker: This is a more powerful version of the firecracker, designed for use against armored vehicles, mecha and power armor.

Canister: This is a last defense type of shell used by howitzers. They are essentially a large buckshot round used for direct fire.

Bio/Chemical: Used to deliver biological or chemical warfare agents (see Basebook).

Viper: A viper round is in effect, a laser guided, free gliding, anti-armor missile. It requires two things to strike a target. First, it requires that the round be in the general vicinity of the target. This does not require a roll of the dice by the forward observer as in this case, it would not be the forward observers skill used to determine if the round strikes the target or not. Instead it will be the skill of the person with the laser designator. Second, the intended target must be painted by a laser designator during the turn in which the round arrives at the target. If the target is successfully painted during that turn, then

the round will strike the target. Vipers can only be fired by howitzers and are armor piercing.

Nuclear: Rules for nuclear weapons are listed below under Weapons of Mass Destruction, and rules for being irradiated are in Sourcebook 3: Galaxy (Chapter 11 - Galactic Hazards).

Heavy Support Rules

Use of heavy support involves the following: heavy support type, wait time for first volley, and wait time for successive volleys.

Availability: When heavy support is called for, it may not be immediately available. Roll 1d10 and if the result falls in the range of the type, it is available. Typically NBC (nuclear/biological/chemical) agents and satellite strikes are reserved for high-priority targets and require UN command authorization.

Wait Time 1st Volley: This indicates the time it takes to charge/load the weapons, aim on the coordinates and calculate wind direction, gravity, planetary arc, etc. It is more complicated than close-range "point and click" firing.

Wait Time Successive: This is the time it takes to re-charge/load the weapon. This is only rolled once and all additional volleys will fall on the same interval.

Damage: How much hurt the volley inflicts. Remember HE, firecracker, thunder-cracker and incendiary rounds are blast.

Blast Radius: Self explanatory. The only deviation is for fast fliers.

Range: Ranges are not listed. This is not a mistake; most of these weapons have global reaching ranges and the long range trait.

Battery Fire: Mortars and howitzers sometimes fire in groups, called batteries. There is only a 1-3 chance on 1d10 that a battery is available at any given time. Each shot is resolved separately. Rolling for battery availability should be done secretly by the GM unless specifically requested by the fire team.

Mortars: 1d6: 1-3 is +1 mortar, 4-6 is +2

Howitzers: 1d6: 1-2 is +1 howitzer, 3-4 is +2, 5-6 is +3

Forward Observer

The forward observer serves as the eyes of the heavy support. They are the ones to call in the fire, to some extent choose the munitions, and adjusts the fire onto the target. It is his skill roll that will determine if the fire support actually hits the target. The only exception to this is the howitzer-fired Viper round. When calling in for fire support, the forward observer rolls:

1d10 + INT + Forward Observer skill + modifiers for distance, fog, etc.

The result of this roll is then compared to the defense rolls of everything that would be in the blast radius of the incoming rounds. If this roll exceeds the defense roll, then the target is hit and takes the listed damage. If individual targets beat the roll, they have conveniently stepped behind cover in time. If all targets in the blast zone beat the attack roll, then the round has deviated and should be handled by the deviation rules in the Basebook under "indirect firing". Using a laser designator to paint the target grants the usual +7 bonus.

Once heavy support has been successfully called on a stationary target such as a building, bunker or landed capital ship and struck it, there is no need to make further forward observer rolls.

Below is an example of a heavy support fire mission:

A squad of UN Army soldiers (NUG) is moving through a forested area when the point man notices a 5 man squad of Anti-UN soldiers and one Nousjadeul-Ger Custom in an open field. The NUG soldiers hide in the underbrush while the point man calls for a howitzer strike on the soldiers and Nousjadeul-Ger. (At this time the game master rolls for the availability of howitzers and rolls a 9. Looking at the heavy support table he sees that howitzers are only available on a 1-5 and so the howitzers are not available right now.) The field head quarters calls back to the squad telling them that the howitzers are currently engaging another target and to try back after a short while. The NUG troops see that the Anti-UN troops are going to dig in at the tree line and so decide they have time to wait and see if a howitzer will be available after 10 turns. Mean while the NUG squad leader tells another soldier to get out his laser designator and prepare to paint the Nousjadeul-Ger for a viper round.

After a wait of 10 turns the point man once again calls for howitzer support. (The game master rolls 1d10 again and this time rolls a 3, since howitzers are available on a 1-5 then the howitzers are available. The game master then rolls another 1d10 to see if there are more than one howitzer to conduct a barrage fire. He rolls a 1. Barrage fire is available on a 1-3 so he now rolls to see how many additional howitzers are available for the fire mission. He rolls a 6 meaning there are 3 additional howitzers available for a total of 4.) After receiving word that the howitzers are on standby for them, the squad leader decides to get the exposed troops first, while they are still close to each other. The point man then calls for fire-cracker rounds to be used, gives the coordinates of the Anti-UN troops to the howitzers, and gives the order to fire. (The game master now rolls for the wait time for the first volley which is 5 + 1d6. He rolls a 1 and determines that the first volley will land 6 turns from now. He does not tell the players this though. He also has the point man roll his attack roll which is his 1d10 + INT + forward observer skill. The point man rolls a 10 receiving a critical success and then rolls again getting a 3. With an intelligence of 10 and a forward observer skill of 6 this makes his total roll a 29!) During the next 6 turns the Nousjadeul-Ger moves out of the 100 meter blast radius of the target area to check out the tree line on the other side of the open field. After the 6 turn wait while the howitzers adjusted, aimed, loaded, fired, and the rounds traveled to the target, 3 rounds come screaming into the air above the troops and pop about 100 feet above the troops, showering them with small bomblets. (The game master rolls defensive rolls for the troops 3 times each, once for each round. The first soldier rolls a 13, 17, and a 12. The second soldier rolls an 11, 16, and a 13. The third soldier rolls a 19, 15, and a 13. The forth soldier rolls a 24, 18, and a 13. And the fifth soldier rolls an 11, 13, and a 14. None of the soldiers have succeeded in dodging the attack and all of them are within the 100 meter blast radius, therefore the game master rolls 5d6 damage for each round. He rolls a 19, 12, and a 17. Since it is barrage fire and none of the soldiers succeeded in dodging the attack he decides to add all of the damage together for a total of 48 hits to each soldier. That's nearly 2 kills! He then utilizes the area effect damage chart (found in another section of this page.) to apply the damage. Since the soldiers where only wearing

light armor they are all shredded by the deadly fragments thrown about the target area. They all die.) As the smoke is clearing from the attack the Nousjadeul-Ger begins to fire wildly into the tree line with its auto canon while searching for the forward observer that the pilot knows must be in the area! The point man once again calls the artillery and asks for a viper round to be fired at the target area. (The game master then rolls for the wait time for successive rounds. For howitzers this is 1d6 turns, he rolls a 2. So the round will arrive in 2 turns.) The squad leader has the soldier with the laser designator paint the Nousjadeul-Ger. (The soldier with the laser designator rolls his rifle attack skill and gets a 16. The Nousjadeul-Ger pilot rolls his defense roll and gets a 12. The target is painted this turn but the viper round is not at the target yet. The next turn the soldier attempts to continue painting the target and rolls an 11. The Nousjadeul-Ger pilot rolls a 13 and so is missed by the laser designator during the round in which the viper arrives on target.)

The viper round screams into the target area and the soldier with the laser designator curses loudly as the Nousjadeul-Ger begins running across the open field causing him to miss with the laser. The viper round plows into the field exploding and directing its shaped charge into the dirt harmlessly. Thinking quickly, the point man calls for a second viper shot. (The game master need not roll for the wait time as it was rolled for the first viper, it will arrive to the target area in 2 turns.) The Nousjadeul-Ger begins to spray the area where the NUG soldiers are with its auto canon, hitting one of the soldiers in the chest, killing him instantly. (The soldier with the laser designator fires at the Nousjadeul-Ger again and rolls a 17. The Nousjadeul-Ger pilot rolls a 12 and so is painted that turn.) The Nousjadeul-Ger continues to fire into the treeline shredding and splintering the trees around the NUG squad but hitting no one. (The soldier painting the Nousjadeul-Ger rolls his attack again getting a 16. The Nousjadeul-Ger pilot rolls his defense roll getting a 13. The game master then rolls for a hit location and the result is the torso. The viper does 5 kills of armor piercing damage to the Nousjadeul-Ger which is much more than the torso servo has.) The viper round screams into the target area and locks onto the lasers reflected signal. It slams into the Nousjadeul-Ger's torso blowing it to pieces and killing the pilot!

As shown, heavy support can be very formidable when used correctly. This can be the same in reverse; if used incorrectly it could kill the characters as well.

Heavy Support Table 1

WEAPON	DAMAGE	BLAST RADIUS	AVAILABILITY	1ST VOLLEY	SUCCESSIVE VOLLEYS
ARTILLERY					
MORTARS			1-7	3+1D3 TURNS	1D3 TURNS
HE	6D6	15M			
INCENDIARY	4D6	15M			
SMOKE	-3	25M SEE DISC.			
ILLUMINATION	SEE DISC.	500M X 6 TURNS			
HOWITZERS			1-5	5+1D6 TURNS	1D6 TURNS
HE	3K	50M			

INCENDIARY	2K	50M			
FIRECRACKER	5D6	100M			
T-CRACKER	2D6K	100M			
CHEM/BIO	AS TYPE	50M	SPECIAL		
NUKE	15K	200M	SPECIAL	2 HOURS	NONE
CANNISTER	2K S-SHOT**	N/A			
VIPER	5K AP	N/A			
SMOKE	-3	50M SEE DISC.			
ILLUMINATION	SEE DISC.	500M X 6 TURNS			
ROCKETS			1-3	5+1D6 TURNS	1D6 TURNS
HE	5K	100M			
INCENDIARY	3K	100M			
FIRECRACKER	5D6	150M			
T-CRACKER	2D6K	150M			
CHEM/BIO	AS TYPE	100M	SPECIAL		
NUKE	20K	500M	SPECIAL	2 HOURS	NONE
AIR SUPPORT					
FAST MOVER			1-4	10+1D6 TURNS	2D6 TURNS
HE	5K	100 X 300M			
INCENDIARY	3K	100 X 300M			
FIRECRACKER	5D6	100 X 300M			
T-CRACKER	2D6K	100 X 300M			
CHEM/BIO	AS TYPE	100 X 300M	SPECIAL		
NUKE	20K	500M	SPECIAL	2 HOURS	NONE
VTOL			1-5	10+1D6 TURNS	2 TURNS
HE	3K AP	50M			
INCENDIARY	2K	30M			
FIRECRACKER	5D6	75M			
OVERHEAD					
PARTICLE BEAM	20K*	100M	SPECIAL	20+1D6 TURNS	20 TURNS
KINETIC KILL	10K	N/A	1-3	20+1D6 TURNS	1D6 TURNS
MULTIPLE KINETIC KILL	5K S-SHOT***	200M	1-3	20+1D6 TURNS	1D6 TURNS
NUKE	20K	500M	SPECIAL	2 HOURS	NONE

* Damage is handled the same as a nuclear weapon except there is no radiation.

** This is a direct fire weapon used normally in a defensive role.

*** 5K per point that the attack roll exceeds the defense roll.

Heavy Support Table 2

Incoming Heavy Support

SUPPORT TYPE	CHEM/BIO	BIO
Roll 1D10	Roll 1D6	Roll 1D10

1) Choose	**1)** Blood	**1)** Choose
2) Mortar	**2)** Irritant	**2)** FV-5
3) Howitzer	**3)** Blister	**3)** BD-4
4) Rocket	**4)** Psychogenic	**4)** EV-8
5) Fast Mover	**5)** Nerve	**5)** DPV-42
6) VTOL	**6)** Bio	**6)** Typhoid Fever
7) Particle Beam		**7)** Pneumonia
8) Kinetic Kill		**8)**Pneumonic Plague
9) Multiple Kinetic Kill		**9)** AX-12
10) Choose		**10)** Choose

ROUND TYPE	**ROUND TYPE**	**ROUND TYPE**
(Howitzer, Rocket, Fast-mover)	**(Mortar)**	**(VTOL)**
Roll 1D6	Roll 1D6	Roll 1D6
1) HE	**1-3)** HE	**1)** Choose
2) Incendiary	**4-6)** Incendiary	**2)** HE
3) Firecracker		**3)** Incendiary
4) T-Cracker		**4)** Choose
5) Chemical/Bio		**5)** Firecracker
6) Nuke* or choose		**6)** Choose

* Nukes should never be used against the players directly. (Unless the game master REALLY wants to!) They should be used cinematically, around the characters or just on the edge of the blast radius just to make things interesting. Life sucks at ground zero and it's never any fun to lose a character without a chance of survival.

Insertion Methods

These are the methods in which a military can put teams of men into a specific area and get them out again.

Methods

Walk: No skill required. No mishap rolls. Possible Endurance roll needed.

Ground Vehicle: No special skill required. No mishap rolls. Hitch a ride on a truck, tank, APC, train, etc. Some armies have specialized vehicles for transporting power armor or mecha.

Boat: No special skill required. No mishap roll. This can include boats, hovercraft or amphibious vehicles.

Air Mobile: No special skill required. No mishap roll. Everyone piles into a VTOL and flies into the insertion point where it lands or hovers low and everyone hops out.

Air Assault: Air Assault skill required. Mishaps on failures and critical failures. Air assault is similar to air mobile except the VTOL never lands. Instead it hovers at about 30m and the troops descend on ropes. This is called repelling. There is another aspect to this called sling loading. This is where equipment, a vehicle or even supplies on a palette are slung underneath by cables or ropes. Once to the destination the palette is set on the ground and the cables are released.

To repel from the VTOL is an average air assault skill roll. If the character fails this, they fall 1d10x3m to the ground and suffer normal damage. The character gets one chance during the fall to catch the rope by making another average air assault skill roll. A critical failure means the rope snaps and there is no second chance to catch yourself.

A sling load requires an average air assault skill roll as well. If the character fails the skill roll, then during flight one of the cables has detached/snapped and the load

becomes severely unbalanced. The pilot will either have to release the sling or make a difficult pilot roll to set down safely. If the character makes a critical failure, the entire load simply detaches in flight.

Airborne: Parachuting skill required. Mishaps on failures and critical failures. Basically you jump out of an airplane with a parachute. There are more advanced methods of this described below, but this just covers the generic "everyone pile out of the aircraft, bunches of chutes in the air, land hard and curse a lot" airborne. In a normal parachute drop, the parachute is automatically pulled for the person when they leave the aircraft with what is known as a static line. Characters must make two average parachute skill rolls when doing an airborne drop. One when exiting the aircraft and one when landing. If the character fails the skill roll when exiting the aircraft then they will be slammed and buffeted by the wind and violently jostled about taking 1d6 hits to a randomly rolled location. If the character rolls a critical failure then they must roll on mishaps table 1 in the charts below. The possible results to that roll are listed here as well:

*Dragged: The risers (cords) of the parachute get caught on the aircraft and drag the character along. The character will be repeatedly beaten against the aircraft causing 2d6 hits to a randomly rolled location per turn until the character is either beaten to a pulp or until they are cut loose. A character may cut themselves loose if they have some sort of blade and succeeds in an average blade skill roll.

*Burn-in: The chute simply does not open. If the character cannot deploy their reserve chute in time they will crash and burn. (See "Reserve chutes" and "falling and descent rates" below.)

*Streamer: This is when the risers (cords) get tangled with the chute and cause it to stream. While this does still slow the descent of the character, it is not usually enough to avoid serious injury or even death on impact with the ground. The character may attempt to deploy their reserve chute if they have time. If a character strikes the ground with a streamer they will receive 5d10 hits of damage to all body locations. This will more than likely prove to be fatal. If the character fails their roll for landing then they will receive 1d6 hits to the legs due to a hard landing. If they roll a critical failure then they will receive 3d6 damage to each leg from a severely hard, rough, landing.

Roll 1d6

1-2 Dragged

3-4 Burn-in

5-6 Streamer

HALO: HALO/HAHO and Parachuting skills required. Mishaps on failures and critical failures. High Altitude Low Opening. In short this is sky diving from a very high altitude. HALO jumps are done from such high altitude that it is necessary to use an oxygen tank and mask. Normally done with a paraglider, it is usually deployed at under 350m altitude. There are three rolls to made when performing a HALO jump. The first, an average HALO skill roll when exiting the aircraft. If a failure results, then the character will receive 1d6 hits to the head per turn from the centrifugal forces of an uncontrolled tumble. The tumble may be halted by making an average HALO skill roll. If a critical failure is rolled during exiting the aircraft or while trying to recover from a tumble then it will result in a severe tumble causing 1d6+2 hits of damage to the head per turn as well as a loss of 1-3 points of Agility (Recoverable at the rate of 1 point a week.)

due to the centrifugal forces and damage to the inner ear and their equilibrium. A severe tumble may be stopped by making a difficult HALO skill roll. The second roll is for when the character deploys the parachute. If a failure results then the character is subject to the result rolled on mishaps table 2 in the charts below. The results of table 2 are the same as on table 1 for airborne insertions. If a critical failure results, then the character will begin a normal tumble as above. The last roll is for landing. This roll is identical to the airborne roll with the same results for failures and critical failures.

HAHO: HALO/HAHO and Parachuting skills required. Mishaps on failures and critical failures. High Altitude High Opening. Very similar to a HALO jump except the parachute is opened at very high altitude. A paraglider is used so that the character may steer themselves to the drop zone. The highest a HAHO jump is normally done from is 10,000m. From that height a character can glide around 24 km from the drop point. Skill rolls, results of failures, and critical failures are the same as for a HALO jump.

LALO: Parachute skill required. Mishaps on failures and critical failures. Low Altitude Low Opening. This can be a very dangerous insertion technique. It is only different from a normal airborne drop in that the aircraft flies at a low altitude of about 100-200m. As you can see after reading the section on falling and rate of descent, if the main chute fails, there is no time to deploy a reserve chute. The skill rolls, results of failures, and critical failures are the same as for an airborne insertion. This insertion method is used when the paratroops have a better than average chance of being fired at during their descent. The logic being the lower the altitude of the drop then the less time hanging in the air and thus, less time to be helplessly shot at. There will be a whole lot less time to be shot at of course if the chute does not open up. At that time the ground becomes a bigger enemy than the incoming bullets!

HANO: No special skill required. No mishap roll. High Altitude No Opening. This is the easiest insertion method to perform and is usually performed unwillingly. The character leaps from the aircraft kicking and screaming. The character then accelerates to terminal velocity and crashes into the ground, smashing themselves to a pulp...SPLAT! This listing is actually a joke, but it can happen nonetheless.

LANO: LANO skill required. Mishaps on failures and critical failures. Low Altitude No Opening. No, this one is not a joke. This technique can be performed in any soft sand desert or even in soft packed snow. Characters with much experience in LANO insertions may perform it in other types of terrain as well but the difficulty level is generally higher. It is performed by having an aircraft fly at about 3-4m altitude and as slow as it possibly can. The troops then jump out of the aircraft into the soft sand or soft packed snow. There is only one skill roll that need to be made when a character performs a LANO insertion and that is when they land. To land properly during the LANO insertion is an average LANO skill roll. If the insertion is being done in a different type of terrain than sand or snow then the difficulty of the roll will be increased. This increase is at the game masters discretion. LANO jumps cannot be performed in forest, jungle, or similar terrain due to the fact that they will slam into trees etc. almost surely resulting in serious injury. If a failure occurs during landing then the character will receive 2d6 hits of damage to their legs from a rough landing. If a critical failure occurs then the character has landed all wrong and will receive 3d6 hits of damage to a randomly rolled location.

LAPES: No special skill required. Mishap on a result of 1 on 1D10. Low Altitude Parachute Extraction System. This is kind of a cross between LANO and LALO with a

twist. LAPES is not used for troops alone. It is usually used to deliver vehicles , mecha, and supplies. Troops can however, be inside of vehicles or mecha and strapped in tight to protect them from the severe shock and vibration from the impact. LAPES must be done from an aircraft that has a rear opening cargo door/ramp. The landing zone must also be a relatively large, flat area such as a road, open field, etc. First, the equipment, vehicle, or whatever is going to be inserted is very securely strapped down onto a large shock absorbent palette. The palette a parachute attached to it. The aircraft flies at a moderate speed at a very low altitude (approximately 3m) with the rear cargo doors open. The parachute on the palette is then deployed out behind the aircraft. The chute drags the palette out of the back of the aircraft where it drops to the ground and skids to a stop with the assistance of the parachute. When a drop is done the game master rolls 1d10. On a roll of 1 there has been a mishap. Roll on the mishap table for LAPES in the charts below. If the palette breaks up then the payload on that palette will receive damage equal to the amount rolled. If the payload is a vehicle with characters inside, the characters will also receive damage equal to the amount rolled for humans.. Characters will not receive this damage if they are inside a mecha, power armor, or a similarly tight cockpit. If the payload tumbles then it is handled the same way except the damage is greater. There is no skill for LAPES. The characters are just along for the ride.

Roll 1d6 to determine results.

1-3 Palette collapses: 1d6K to random location for payload; 1d6 hits to random location for humans

4-6 Palette tumbles: 2d6K to random location for payload; 2d6 hits to random location for humans

Helocasting: LANO skill required. Mishaps on failures and critical failures. In effect this is just like a LANO insertion except into the water instead. It is handled in the same way as a LANO insertion. If a failure occurs then the character has hit the water wrong and receives damage to a randomly rolled location. If a critical failure occurs then the character has been unlucky enough to strike something in or under the water. Once again the character receives damage to a randomly rolled location, just more of it.

LOARS: No special skill required. Mishap on a result of 1 on 1D10. Low Orbit Atmospheric Re-entry System. This is the most dangerous of all insertion techniques. There is no skill for LOARS so all the characters can do is ride and hope everything goes as planned. This is how it works: The characters, or the characters within their mecha are placed in a special sealed re-entry capsule. These capsules are air-tight and carry an hour's worth of oxygen. The capsules are then carried into low earth orbit by a trans-atmospheric transport designed to launch them. Once in the correct orbit, the capsules are launched into the atmosphere. The capsules protect their payload from the heat and friction of atmospheric re-entry. Once the pod is within the atmosphere and at a low altitude, it deploys a parachute to lower the capsule to the ground. On the ground, the explosive bolts holding the hatch in place blow, opening the capsule to allow the payload to exit the capsule. Capsules come in different sizes to accommodate troops and mecha. Supplies can also be delivered to special troops far behind enemy lines using LOARS. There are many things that can go wrong during a LOARS insertion. If the capsules trajectory is slightly off or if it enters the atmosphere at just slightly the wrong angle then the capsule can burn up, stray off course, or the parachute could be damaged causing a rough landing or even cause the capsule to crash into the surface of the planet. This

insertion technique is usually used to insert teams deep behind enemy lines. When a LOARS insertion is performed, roll 1d10 for each capsule. If a 1 is rolled then a mishap has occurred. Roll 1d10 on the mishap table and apply the results. If the result is a fatal one then the character may spend as many luck points as it would take to adjust the result of the dice to the result of "cooked" on the table. The different mishaps that can occur during a LOARS insertion are listed below:

*Burn-up: The capsule has entered the atmosphere at the wrong angle and the heat of the re-entry incinerates the capsule and its contents.

*Crash and burn: The parachute does not deploy and the capsule slams into the ground explosively. Destroying itself and its contents.

*Cooked: The capsule has entered the atmosphere at a slightly off angle and heats up more than usual from the friction of re-entry. The capsule, in effect, becomes a large oven. Any characters within the capsule take 1d6 hits of damage to all locations from the intense heat. The damage is halved if the character is in some sort of mecha. The character must also make a stun/shock roll -3 in order to remain conscious. This is whether the character is inside a mecha or not.

*Rough landing: The capsule has a very rough landing causing 1d6 hits to a randomly rolled location of the character.

*Blown off drop zone: The capsule gets caught in the wind and updrafts. It is carried 3d10 kilometers off the drop zone. Determine the direction by rolling on the deviation chart for indirect fire weapons in the Basebook.

Roll 1d10 to determine results.

1-2 Burn-up: Capsule and contents disintegrate. Character is killed, no saves.

3-4 Crash and Burn: Chute does not deploy, capsule crashes explosively into the ground. Character is killed, no saves.

5-6 Cooked: Character takes 1D6 hits to all locations and must make a stun/shock roll at -3 to remain conscious. (Damage is halved if character is inside mecha)

7-8 Rough landing: Character takes 1D6 hits to a randomly rolled location.

9-10 Blown off drop zone: Lands 3D10km from intended drop zone.

Falling and rate of descent:

As could be expected, the rate that a character will fall from the sky under a given situation can become very important. All values assume an Earth-like atmosphere and gravity.

• A character will fall at a rate of 166m per turn.
• A character with a "streamer" will fall at a rate of 100m per turn.
• A character with a normal parachute will fall at a rate of 33m per turn.
• A character with a paraglider will fall at a rate of 33m per turn but may glide forward at a maximum rate of 100m per turn as well. A character with a paraglider can effectively hover, that is holding its position both horizontally and vertically by making an average parachute skill roll.

Reserve chutes

If the time comes that a character must deploy a reserve chute. In order to do this the character must succeed in an average parachute skill check. There are modifiers for this however.

• If the character has a streamer then the difficulty level jumps to difficult.
• If the character is in a "tumble" then the skill difficulty jumps to very difficult.

Extraction Methods

Walk: No special skill required. No mishap roll. Self explanatory, walk out of the bush by putting one foot in front of the other.

Ground vehicle: No special skill required. No mishap roll. Hitch a ride on a truck, APC, or maybe even a tank. Some armies have specialized vehicles for carrying power armors or mecha into the combat zone.

Boat: No special skill required. No mishap roll. This can be either an amphibious landing or maybe heading miles up a river on a boat or hovercraft.

Air mobile: No special skill required. No mishap roll. Easy! Pile into a VTOL and get the hell out of the area!

STABO: No special skill required. Mishap on a result of 1 on 1D10. STABO is similar to sling loading in air assault except the cargo is people that are being sling loaded under the VTOL. The VTOL never lands but lowers a cable that attaches to a special harness worn by the character/s. The VTOL then lifts them out of the area. If more than one character is being lifted out with a STABO rig at one time then the characters link arms together to stabilize themselves against the wind resistance. If a mishap is rolled then roll on the STABO mishap table in the charts below. The results and there game effects are listed below.

*Cable snaps and character falls: The cable or the straps of the harness break. The character falls to the ground taking the damage for falling. The character may make a difficult athletics skill roll to grab onto the cable, another character, or whatever they can get their hands on in order to save themselves from falling.

*Collision with object: The pilot errors and the character/s are slammed through some trees, a flock of birds, or whatever. (GMs, be creative!) Each character takes 3d6 hits to a randomly rolled location.

Roll 1D6 to determine results.

1-3 Straps break, character falls.

4-6 Collision with object. 3D6 hits to randomly rolled location.

Sky Hook: No special skill required. Mishap on a result of 1 on 1D10. This extraction method is very dangerous. A special harness suit is connected by a heavy duty cable to a large balloon. The balloon is inflated and floats up into the sky trailing the cable. An aircraft outfitted with a special cable catching array fixed to the nose catches the cable. The character is then yanked into the sky behind the aircraft where they are reeled into the rear of the aircraft. If a mishap occurs roll on the Skyhook mishap table in the charts below. Mishap results and their game effects are listed below:

*Line breaks early: The cable snaps when the aircraft catches it. The character is lifted 1d10 meters into the air before crashing back down to the ground. The character will take the appropriate amount of damage.

*Line breaks late: As in the line breaking early except the character is at high enough of an altitude to fall to their death. The character may attempt a difficult athletics skill roll to catch the cable and hang on for dear life and suffers 1d6 hits to arms and torso from strained muscles.

*Collision: The character strikes some sort of object doing 3d6 hits to a randomly rolled location.
*Impact with aircraft: As the character is being reeled into the aircraft they strike the hull, hard. The character will receive 2d6 hits to a randomly rolled location.
NOTE: This extraction method is normally only used for a single person such as a deep operative, a high level prisoner, or perhaps a casualty in bad need of being quickly evacuated. To extract any more than one person in this fashion would mean too much time over a potentially hostile area and too many passes of the aircraft to pick up the whole team.

Roll 1D6 to determine results.

1-2 Line breaks early. Character rises 1D10 meters before line snaps, dropping the character.
3-4 Line breaks late. Line breaks at high altitude, character falls to their death.
5 Collision. Character collides with something causing 3D6 damage to a randomly rolled location.
6 Impact with aircraft. 2D6 hits to a randomly rolled location.

Weapons of Mass Destruction

The New Unity Government heavily restricts the use of WMD, although in times of extreme circumstances they permit use of such weapons. The UN charter carries the "exceptional circumstances" clause which allows for the use of reaction weapons in the event that a colony fleet faces total destruction. The use of chemical or biological warfare is likewise restricted, although with the New Asia biological weapons base, it proves the UN still develops such warfare agents (or at least it did).

Nuclear Warfare

The use of nuclear weapons in warfare is a very serious commitment. In Macross, the most likely exposure to nuclear weapons is reaction warheads such as the RMS-1 "Angel of Death" missile. Another likely source is from a mecha or capital ship powerplant explosion.

Blast

The first step for using nuclear weapons is to determine the damage and blast rating. For example, a nuke may be 20K with Blast 10.

* All objects and units within the Blast radius are immediately destroyed (certain Excessive scale units might survive). Medium or stronger Starship scale pinpoint barriers or omnidirectional barriers can protect against such a blast, but they risk being fused as if they blocked a heavy particle beam shot (see Tech Manual).

* All objects within x1.1 to x2.0 Blast take 10x the weapon's damage rating to *all* locations.

* All objects within x2.1 to x4.0 Blast take the weapons damage rating to all external locations, including hand held weapons. Command armor will take the damage before the servo's armor underneath.

* Within x2.0 to x4.0 Blast, all trees, wooden structures and other flammable objects are set afire. All previously burning fires are extinguished by the blast. All Sensor use has a -5 penalty from heavy smoke when used through these hexes, advanced sensor

packages have a -2 penalty, and only the spotting radar is unaffected. All buildings and structures within the blast area that were leveled now count as rough terrain (x2 MA cost). All water within this area is boiling and causes a -2 penalty to Sensor use (cumulative with smoke) from water vapor.

* Every person within x3.0 Blast must make a Stun/Shock check; failure means they die in 1d10 turns from heat, extreme radiation and concussive shock (causing internal damage). Only those within a hardened bunker or protected mecha are exempt from this.

* All mecha, vehicles and machinery now check for EMP effect. Don't forget the radiation either.

Using the example missile above (20K, Blast 10), everything within 10 hexes of the impact is just plain gone. Everything within 10 to 20 hexes suffers 200K damage to all locations. Everything within 20 to 40 hexes takes 20K damage to all external locations. Every flammable object within 20 to 40 hexes ignites, and water boils and evaporates. All people within 30 hexes must make a Stun/Shock check or die. Ouch.

<u>EMP</u>

Electromagnetic Pulses are generated by nuclear explosions and stars going nova. Fortunately, running into a supernova is rare, but in Macross it could happen more often than an Earth-bound game.

* Determine which radius your mecha is in (as above). If the source is a supernova, quit whining; the impending destruction of an entire star system is going to make you look meaningless by comparison.

* Determine the *average* SP of your mecha; that is, add up all of your SP and divide by the number of locations.

* Subtract the base damage of the nuke from your average SP; this is your EMP modifier. Double the modifier if you are within x1.1 to x2.0 radius and halve the modifier if you are within the x3.1 to x4.0 radius. If your EMP modifier is positive, you are safe. If your EMP modifier is negative, you suffer that value as a penalty to **all rolls** using your mecha.

<u>Radiation</u>

Nuclear explosions generate radiation. A LOT of radiation. Rules for being irradiated are in Sourcebook 3: Galaxy, Chapter 11 - Galactic Hazards. Simply put, if you are too close to a nuke when it goes off, start rolling up a new character.

Biological Warfare

Biological warfare is largely outlawed by the UN Spacy, but anti-UN forces might resort to using such measures. Essentially, biological warfare is the spreading of germs, viruses and/or bacteria in order to incapacitate or kill the enemy en masse. Bio agents may be delivered via artillery, bombs, missiles, sprayed by aircraft, put into water sources or food supplies, etc. The inherent danger is that once unleashed, the agent is totally uncontrollable, and quite often the biological agent backfires and affects the forces using them.

Biological agents take effect when a victim is exposed to the vector; how the bio agent is spread. If a character is in a sealed environment, then they are safe from biological agents. If exposed, a victim must make a Body Type (BOD) check with the appropriate modifier or they have contracted the agent. The agent takes effect according to the incubation time. If the victim survives to the end of the duration, his system has fought off the agent.

The use of pan-spectrum antibiotics and a successful treatment check (TECH + Med Tech) can reduce the duration by half. If the use of the antibiotics is done without medical treatment, the duration is only reduced by 1/4. Healing may not occur during the run time of the agent.

FV-5 (bioagent)
- Treatment DV: 16
- Vector: airborne
- Resist: BOD -4
- Incubation: 1d3 days
- Run Time: 1d6 weeks
- Symptoms: fever, nausea, exhaustion, cough, chills, aches, congestion, headaches
- Effects: all stats except EDU/ATTR reduced by 1/2

ZF-7 (bioagent)
- Treatment DV: 17
- Vector: contaminated water
- Resist: BOD -3
- Incubation: 1d6 days
- Run Time: 1d3 months
- Symptoms: incapacitating sores in nose and throat
- Effects: all stats except EDU/ATTR reduced to 1/4, 2-3 hits to head and torso per month

EV-8 (bioagent)
- Treatment DV: --
- Vector: airborne
- Resist: BOD -6
- Incubation: 3 weeks
- Run Time: 1d10 days
- Symptoms: migraines, aches, severe fever, open sores over body, bleeding from nose and mouth
- Effects: all stats except EDU/ATTR reduced to 1, 1 hit per location per day

DPV-42 (bioagent)
- Treatment DV: 15
- Vector: airborne, contact
- Resist: BOD -2
- Incubation: 1d3 days
- Run Time: 2d6 days
- Symptoms: severe fever, aches, nausea, exhaustion, coughing, dizziness
- Effects: all stats except EDU/ATTR -2, 1 hit per day to torso

AX-12 (bioagent)
- Treatment DV: 20
- Vector: contact
- Resist: BOD -4
- Incubation: 2d6 days
- Run Time: 1d3 weeks
- Symptoms: headache, severe fever, dizziness, bloody vomit
- Effects: all stats except EDU/ATTR -3, 1d6 hits per week to each location

BD-4 (bioagent)
- Treatment DV: --
- Vector: airborne
- Resist: BOD -3

Incubation: 1d3 days
Run Time: 1d3 weeks
Symptoms: massive black bruises over body, coughing up blood, bloody diarrhea, bloody nose, severe pain over body
Effects: all stats except EDU/ATTR reduced to 1/4, 1d6 hits per week to each location

Typhus (disease)
Treatment DV: 14
Vector: body lice
Resist: BOD -4
Incubation: 1 day
Run Time: 2d10 days
Symptoms: fever, headache, rash
Effects: BOD/MA/ AGIL reduced by half

Typhoid Fever (disease)
Treatment DV: 14
Vector: contact, contaminated food/water
Resist: BOD -4
Incubation: 1d3 days
Run Time: 2-3 weeks
Symptoms: severe fever, aches, cough, apathy
Effects: AGIL/MA/BOD reduced by half, 1-2 hits per week to head and torso

Pneumonia (disease)
Treatment DV: 15
Vector: airborne, contact
Resist: BOD -4
Incubation: 1d6 days
Run Time: 1d3 weeks
Symptoms: cough, fluid filled lungs, fever, chest pain, general discomfort
Effects: AGIL/BOD/MA reduced by half, 2 hits per week to head and torso

Plague, Pneumonic (disease)
Treatment DV: 16
Vector: airborne, contact
Resist: BOD -6
Incubation: 1d6 days
Run Time: 3d4+3 days
Symptoms: swollen lymph nodes, severe abdominal pain, sever cough, chills
Effects: all stats except EDU reduced to 1/4, 1-2 hits per day to torso

Plague, Bubonic (disease)
Treatment DV: 15
Vector: fleas, rats
Resist: BOD -4
Incubation: 1d6 days
Run Time: 3d4+3 days
Symptoms: swollen lymph nodes, open sores over body, severe abdominal pain
Effects: all stats except EDU reduced to 1/4, 1-2 hits per day to all locations

Hepatitis-A (disease)
Treatment DV: 14
Vector: contact, contaminated food/water
Resist: BOD -4
Incubation: 1d6 weeks
Run Time: 1d10 days
Symptoms: body pain, fever, malaise
Effects: all stats except EDU reduced to 1/4

Cholera (disease)
Treatment DV: 15
Vector: contaminated food/water

Resist: BOD -5
Incubation: 1 day
Run Time: 1d6+2 days
Symptoms: abdominal pain, fever, diarrhea
Effects: all stats except EDU/ATTR reduced by 1/2, 1 hit to head and torso every 3 days

Dysentery (disease)
Treatment DV: 13
Vector: airborne, contact
Resist: BOD -3
Incubation: 1d3 days
Run Time: 2d6+2 days
Symptoms: abdominal pain, extreme diarrhea
Effects: all stats except EDU/ATTR reduced by 1/4

The cost to make a missile or projectile a biological agent carrier is x10.

Chemical Warfare

Chemical warfare is the use of non-biological chemicals to incapacitate or kill the opponent. Like biological warfare agents, chemical agents are delivered by bombs, missiles, grenades, sprayed by aircraft or ground forces. Unlike biological agents, there are no resistance checks.

There are many types of chemical agents, but they fit into general categories.

Blood Agent
Vector: inhaled
Symptoms: causes blood blisters to form inside the lungs and then burst, filling the lungs with fluid
Effects: 3 hits to the torso per turn exposed to the agent, plus 1d10 turns after leaving
Notes: application of poison neutralizer after leaving the contaminated area will reduce the lingering damage by 1/2 the duration

Blister Agent
Vector: contact
Symptoms: causes extremely painful, large blisters to form on all exposed skin
Effects: 2 hits per turn to all exposed locations, plus 1d6 turns after leaving
Notes: no antidote

Nerve Agent
Vector: inhaled/contact
Symptoms: causes drooling, vomiting, headache, convulsions, loss of bowel/bladder control and death as the agent burns out the nervous system
Effects: 3-4 hits per turn to all body locations until dead or antidote is received; INT, COOL, AGIL, TECH and MA reduced to 1 while exposed
Notes: if application of poison neutralizer is received, subtract the number of turns that has passed since the exposure and the administration of the antidote from the character's BOD; roll equal or less than this on 1d10 for the antidote to work

Psychogenic Agent
Vector: inhaled
Symptoms: affects the mind much like narcotics or hallucinogens
Effects: victims must roll lower than BOD-3 each turn while in the contaminated area, plus every hour for 1d6 hours after leaving, rolling on the following table each time they fail

1: stand there dazed and confused
2: run screaming in a random direction
3: begin shooting wildly in a random direction (or pretend to)
4: stand there screaming and yelling in terror
5: attack nearest person
6: drop the ground and curl up in the fetal position crying

Notes: no antidote, just wait it out

Irritation Agent

Vector: inhaled, skin contact

Symptoms: causes severe burning sensation to exposed skin and mucous membranes (eyes, nose, throat, lungs, etc)

Effects: AGIL/COOL/MA reduced by 1/2 while in the contaminated area and for 1d10 turns after leaving

Notes: no antidote

The cost for modifying missiles or ballistics for delivering chemical agents are as follows: blood x3, blister x3, nerve x4, psychogenic x2, irritant x0. The Blast rating is recommended.

Dimensional Warfare

A new type of mass destruction developed in 2059, the dimension eater, creates a large bubble using the same physics as a space fold bubble. However, instead of maintaining the bubble while the matter is moved through superdimensional space, the bubble "dumps" everything within its confines into superdimensional space to be destroyed.

Such destruction is absolute. Dimension eaters don't care how many Kills of armor you have, how many pinpoint barriers you have or how much Luck you have. If you are caught in the bubble, you are for all intents and purposes, dead. Considering a dimension eater can destroy half a planet (literally), such weapons would fall under the seal on reaction weaponry until the UN government can integrate such fearsome weapons into the UN charter.

Note that MDE (mini dimension eater) missiles, beams and projectile ammunition do not cause mass destruction on this scale and will have lighter restrictions on their use; and they may even become "standard" weaponry in the future.

Chapter 8 – Codenames and Unofficial Designations

This is a listing of various nicknames for the different mecha, conventional vehicles and capital ships.

Advanced Valkyrie

Stonewell/Bellcom & Shinnakasu VF-3000

AFOS

Designation of the alien artifact found on the ocean floor near Mayan Island

Alpha One

Shinsei Industry YF-19 Unit 2

Angel

Northrop Grummon/Stonewell/Shinsei VF-0 with reactive armor parts and QF-2200D drone booster

Armored Valkyrie

Stonewell/Bellcom VF-1 with GBP-1S system

Armored VF-0

Northrop Grummon/Stonewell/Shinsei VF-0 with reactive armor parts

Arrow

Stonewell/Bellcom VF-4 Lightning III

ASS-1

Alien Star Ship (the Macross before being rebuilt)

Attack Valkyrie

VF-1 Plus with enhanced FAST Pack system

Big E, The

ARMD-03 Enterprise Stealth Carrier

Big M, The

New Macross Class Carrier Battle 7 of the Macross 7 fleet

Blazer Valkyrie

Shinsei Industry VF-19 Excalibur

Bluegazer

General Galaxy VF-22S Sturmvogel II (specifically Max's personal unit?)

Booby Duck

Stonewell/Bellcom VF-1 with FAST Packs

Bug-eye

Boquomouxy Quel-Quallie

Deep Diver

Stonewell/Bellcom VF-1 with long range space equipment

Delta One

SDF-1 Macross

Dragon Kung Fu

Stonewell/Bellcom VF-1 with light armor system

Eagle One

Shinsei Industry YF-19 Unit 2

Eardrum Buster

ADR-04-Mk X Defender anti-aircraft defense robot

Elintseeker

Stonewell/Bellcom VE-1

Enemy Valkyrie

Zentraedi Variable Device

EVA (Enemy Variable Attacker)

Zentraedi Variable Device

Feious Valkyrie

Zentraedi Variable Device

Fire Valkyrie

Shinsei Industry VF-19 Kai

Fulcrum

Mikoyan MiG-29

Full-Armored Thunderbolt

Shinsei Industry VF-11 Thunderbolt with protect armor system

Funny Chinese

Stonewell/Bellcom VEFR-1 Valkyrie

Gabriel

Stonewell/Bellcom VF-1 with high-maneuver system

Ghostbird

Ghost X-9

Gunsight One
: SDF-1 Macross

Longtom
: HWR-00-Mk II Monster Heavy Weapons Robot

Medusa
: Stonewell/Bellcom VF-3000 [note this is a non-Studio Nue designation]
Also refers to the VF-X-3

Mighty Bird
: Stonewell/Bellcom VF-1 with heavy weapon system

Mylene Valkyrie
: Shinsei Industry VF-11MAXL Kai

NUNS
: New Unity Nations Spacy (another title for UN Spacy)

Omega One
: General Galaxy YF-21 Unit 2

Pepper Mill
: Little Rock missile launcher system

Phantom
: QF-9iE Ghost II [note this is a non-Studio Nue designation]

Phoenix
: VF-0 [unofficial designation; fan-based designation due to a single reference]

Reactive Armor VF-0
: Northrop Grummon/Stonewell/Shinsei VF-0 with reactive armor parts

Siren
: VF-X-4

SSP-1
: Stonewell/Bellcom VF-1 with FAST Packs [note this is a non-Studio Nue name]

Star Mirage
: Shinsei Industry VF-5000

Stealth Valkyrie
: General Galaxy VF-17

Strike Valkyrie
: Stonewell/Bellcom VF-1 with FAST Packs, one of which using a particle beam; typically armed with RMS-1 missiles

Super Ostrich
: Stonewell/Bellcom VF-1D with FAST Packs

Super Valkyrie
: Stonewell/Bellcom VF-1 with FAST Packs

Timid Bunny
: RC-4E Rabbit

Valkyrie
: United Nations Variable Fighters (specifically VF-1, but generally covers all VFs)

Chapter 9 – Design Notes

Speculation on the UN Government

[Source: Macross Resource Compendium]

Post SWI (Space War I), a need for a strong leadership was needed. Strong leadership doesn't come from councils that negotiate, bicker and drag their feet before a decision gets tabled. Therefore, lines of leadership would most likely have followed that of the military (strict chains of command, some decisions made via consensus at a 'board meeting,' but final decisions usually falling to one person.) This would have made the UNG into the well-oiled machine that it needed to be to undertake the megaprojects seen post-SWI (mass cloning of humanity, (re)building of the Earth Defenses and UNS Fleet, and creating the colonization fleets.)

However, with this type of power comes entrenchment – people in leadership rolls would not want to give them up easily. In addition, problems emerged as elections became based on cults of personality more then of capability. The basic result is that at the end of every governmental term, a partial or completely whole new batch of department/ministry heads would arrive, all of them being fairly clueless to the decisions that they have to start making from the word 'go.' The problem is that the "true" leadership would then fall to the non-elected department/ministry heads who would only give the elected department/ministry head the 'right' information to make the 'right' decision.

How does the Anti-UN fit into all of this? They are the Anti-UN because they are protesting something about the UN. Historically, what have a lot of people protested their (former) governments about? Lack of representation. Therefore, if the UNG is an authoritarian, pseudo-dictatorship in the guise of a 'guided democracy', then we arrive at a very big motivation for the Anti-UN.

This adds to the setting as it creates the options of: a wicked leader pretending to be good only to further his/her personal goals (or the opposite, a good leader fighting off the wicked), surrounded by 'yes-men,' back stabbers toeing the line until they can strike and/or leadership officials that don't give a damn because in toeing the line they meet achieve their personal ambitions (or get the keys to fulfilling them.) This is strongly evidenced in Macross Frontier.

Let's be honest, having an oppressive, authoritarian regime (which imprisons or executes those who are outspoken against its policies) as the leadership core of the UNG makes for much more interesting storytelling then an unwieldy, slow democratic parliamentarian democracy (similar to the ruling council in Star Wars Episodes I & II.).